

FREE!
Speed Racer &
NBA Jam Poster

NBA Jam — SNES Rim-Rocker!

© Publications, Inc.



**DON'T
BUY
A GAME
UNTIL
YOU'VE
READ THIS!**

Game Players

SEGA • NINTENDO



SONIC 3

3 x the Speed!

3 x the Action!

3 x the Game?

Find Out for Yourself!

5-page Special Starts p.37

**Mortal
Kombat II
Secret
Moves!**

Speed Racer

Read the Full Story on p.32

Not available in the Sega of America
Inc. or Nintendo of America Inc.

\$4.50 U.S. & CANADA Vol. 7, No. 2
FEBRUARY 1994



It all began when

I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians.

"We're sick of our swamp planet," they snarled.

"We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my

buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to

the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick

was in my hands—so I flicked on the slow motion control to buy some

time. Just then, a spy satellite flew past, with —get this—a laser

cannon. I plugged the cord in, switched on turbo fire and

blasted those lizards at over 30 shots per

second.



Power Clutch (shown) The original 100% revolutionized the genre



Super Advantage GAMES: As often as not, you'll find an entire digital—but they don't come with buttons like Turbo Fire Auto Turbo



asciiPad 2000 series



asciiPad (1984) Turbo, Auto-Turbo and Turbo-16 have made this the world's most popular enhanced pad.



HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick 8G-6
One of our best. But more
importantly, it's a Fighter Stick.



Soon, I had 'em all rumped up, and boy, were they faced.

I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE

Fighter Stick 8G-6
The heavyweight of Fighter Sticks. (Don't touch it.)

asciiPad 8G-6
The lightweight of Fighter Sticks. (Don't touch it.)



Product Information Number 109

I'M OUTTA HERE!

Ta, ta, fellow gamers! Sonic and Speed Racer aren't the only ones burning up the road. I'm speeding across the office to join the wondrous world of multimedia on another *Game Players* publication.

It's not easy saying goodbye. I've been with this magazine in its various incarnations since the first issue more than six years ago, so it's hard to give it up. But I know I'm leaving it with the best, the most enthusiastic, and the most fun team an editor could ever hope for.







Sure, they gripe when I make them turn around a huge game in a matter, literally, of hours. But they get the job done, and there's not another game magazine that provides you the same depth of coverage.

So look for me at CD-ROM Today, and let me know how the guys get on without me.

Sadie Mizell
Editor

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **red** in a box marked "Product Info" or overall game rating, for example, you know you're looking at a Super Nintendo game; dark blue always signifies Genesis.

	SNES
	NES
	GAME BOY
	GENESIS
	SEGA CD
	GAME GEAR

INFO TRAK 6

Are the senators right? Do video games turn your mind into reactionary mush? For rampaging bureaucrat highlights, just turn to InfoTrak. Also, an update on the Sega Channel currently testing in Japan and the latest on Project Reality.



We pick the very best games of the past year. Is your collection complete? See p. 20

READER'S NETWORK 12

Game Players isn't a passive experience — get involved! Game ideas, opinions, envelope art, questions, and, indeed, answers from — hey! — you!



NBA Jam page 76

CONTENTS

U.S. & Sega Channel! **NBA Jam — SNES Win-Backer!**

Game Players

SEGA • NINTENDO

SONIC 3
3 x the Speed!
3 x the Action!
3 x the Game?
Find Out for Yourself!
5-page Special Starts p.37

PLUS! Castlevania Bloodlines

Speed Racer
Read the Full Story on p.32

DON'T BUY A GAME UNTIL YOU'VE READ THIS!

WIN!

Revell CD gives you a chance to win a Sega CD system plus its European Racers game. A lucky 13 players can also be winners!

See p. 36

GO, GO SPEED RACER!

Take a look under the hood of the new *Speed Racer* game for SNES and Genesis. Accolade tells us just what makes Speed run. See p. 32.

AHEAD OF THE GAME 24

Game news hotter than any human can stand. This time we've got *Chopflifer 3*, *Winter Extreme*, *Peace Keepers*, and the latest Sega Sports games.

REVIEWS 45

They're definitive, accurate and tough. And they're alphabetical, too!

Castlevania: Bloodlines	58
Deep Duck Trouble	70
Double Switch	78
Dune	85
Ground Zero, Texas	82
High Seas Havoc	66
Jim Power	48
Kirby's Pinball Land	52
Lunar: The Silver Star	83
NBA Jam	76
Prize Fighter	80
Ren & Stimpy:	
Stimpy's Invention	54
Skyblazer	46
Super Putty	74
TMNT: Radical Rescue	62
Tetris 2	68
WWF: Rage in the Cage	84
Zool	72



Cover Story

The Blue Thing Returns (Again)

Sonic's back! And this time he's better than ever! We've got five furious pages of the spiky sucker starting on p. 37.



Prize Fighter

GP SPORTS 86

Our regular roundup of all things involving jockstraps. There's *NHL Stanley Cup*, *NBA Showdown*, and *NFL Football '94 Starring Joe Montana*.



NFL Football '94 Starring Joe Montana

TACTICS & STRATEGY 90

All the game help and advice you could ever need! (Well, for a month)

Game Players	
27407	90
Codebreakers	94
The 7th Saga	102
Fantastic Dizzy	106
Aladdin	114



Skyblazer

NOW PLAYING 120

OK, so you're going to buy a game. But there's still a ton of titles on the shelves. Here's your guide to the best (and the rest) of current releases.

EDITOR
Leslie Mizell

ASSOCIATE PUBLISHER
Vince Matthews

ART DIRECTOR
Lance Morris

ASSOCIATE EDITORS
Jeff Leberman • Emily Slat

ASSISTANT EDITOR
Doug Kravitz

GRAPHIC ARTISTS
Scotty Billings • Joel Sebastian • Mike Winick

INTERNATIONAL CORRESPONDENT
Mike Sato, GSI International

GP PUBLICATIONS, INC.
EDITORIAL, ART, PRODUCTION, MARKETING
300-A South Westgate Drive
Greensboro, NC 27407
Phone: (703) 652-4111
Fax: (703) 652-1165

EXECUTIVE EDITOR
Sally Robinson

SENIORE ART & DESIGN DIRECTOR
Amy L. Francis

EDITORIAL DIRECTOR
Lance Ilija

MANAGING EDITOR
Gery James

PRODUCTION DIRECTOR
Dina Swain

MARKETING MANAGER
Kathleen Ingram

PRODUCTION COORDINATOR
Patricia Lambert

SALES AND CIRCULATION
20-00 Route 208
Fort Limer, NJ 07410
Phone: (201) 793-9500
Fax: (201) 793-9500

DIRECTOR OF CONSUMER MARKETING
Maryanne Hapal

SUBSCRIPTION MANAGER
Lori Coogan

NATIONAL ADVERTISING SALES OFFICES

10000 Wilbur Avenue
Suite 201
Superior, CA 95064
Phone: (408) 295-5191
Fax: (408) 295-5954

ADVERTISING SALES DIRECTOR
Jonathan Best

ADVERTISING MANAGER
Ed Winick

ACCOUNT MANAGER
Caroline Sheehan

EAST COAST SALES OFFICE
20-00 Route 208
Fort Limer, NJ 07410
Phone: (201) 793-9500
Fax: (201) 793-9500

ACCOUNT MANAGER
John McElroy

MARKETPLACE ADVERTISING
Phone: (703) 652-4100

Please send all advertising materials to Patricia Lambert, Production Coordinator, all editorial materials to Vince Matthews, Associate Publisher, Game Players Magazine, 300-A South Westgate Drive, Greensboro, NC 27407

GP PUBLICATIONS, INC. • CORPORATE

PRESIDENT
Chris Anderson

VICEDIRECTOR & CFO
Tom Schaefer

PRODUCED IN THE UNITED STATES OF AMERICA
Game Players Magazine (ISSN 1059-2172) (USPS 009-327) is published monthly by GP Publications, Inc., 20-00 Route 208, Fort Limer, NJ 07410. Second class postage paid at Fort Limer, NJ and additional mailing offices. Renewal distribution is handled by Curtis Circulation Company. Subscription rates (one year) (US\$4.95) & \$25.95 Canada, \$41.25. Combination includes postage and GST (GST #R12355564). Outside the U.S. and Canada, add \$2 per issue. POSTMASTER: Send address changes to Game Players Magazine, 20-00 Route 208, Fort Limer, NJ 07410.

Printed contents copyright 1994 GP Publications, Inc. All rights reserved. Reproduction in whole or in part without permission is prohibited. GP Publications, Inc. is not affiliated with the companies or products named in Game Players Magazine.

MARVEL
COMICS

X-MEN™



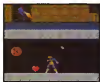
Sebastian Shaw grows stronger by absorbing your mutant powers. Think strategy and maneuver him into his own trap!



These Morlocks require a quick, fast attack or you're bound to take damage. Beware! The sewers can be very slippery.



Some areas of Mutropolis may be difficult to pass, so choose your X-Men wisely.



The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)

Real mutant action straight from the comic books comes to life on Marvel Comics® X-Men™ for Sega™ Game Gear™!



WEL
METOT
HENEX
TLEVEL



There is still...
success and big hope for
humanity. Fail, and see humanity
destroyed!

SEGA
GAME GEAR

Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most menacing foe Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackeys. Wolverine's razor-sharp adamantium claws and Cyclops' burning optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!

FREE! 5 Preview
X-Men Player Ultra Trading Cards.
Available ONLY with Marvel Comics' X-Men
for Game Gear while supplies last.
You gotta have em!



INFO



TRAK

Senate Tries Finishing Move on Video Games

Guns. Drug dealers. Bloody fighting. Masked intruders. These are things that concern U.S. senators. Not the real thing, you understand, that's plaguing every city and town. No — it's the violence in video games that's creating such an uproar.

In separate hearings in November and December — a third is scheduled for February — Joseph Lieberman of Connecticut, working with Herb Kohl of Wisconsin, called for video-game companies to stop making violent games. If the companies won't agree, then an industry-wide rating system should be implemented.

We at *Game Players* don't have any problem with the government requesting a rating system, or with companies that use a rating system. Obviously Sega of America has already done so, and Nintendo of America has an internal board of review that won't allow any game to be sold that's not appropriate for general audiences. What we have trouble with is the fact that Lieberman and other hearing speakers didn't have their facts straight. Video games were called racist, homophobic, and sexist (that one we'll agree with), and also are supposed to lead to aggressive behavior in the couch potatoes who play them.

Silicon Graphics Denies Rumor

If you haven't read about the rumors, surely you've heard them. Other magazines have even printed the story that Silicon Graphics has backed out of its deal with Nintendo of America to build the Project Reality system. But we wanted the facts, so we went straight to Harry Porzheiner, communications director for the company.

"I'm sure there are a number of people in the marketplace who would just love to see that happen," Porzheiner says. "But



Indigo workstations already turn out top-notch graphics like these. But both Nintendo and SG claim they will still make the \$250 Project Reality price point.

our Nintendo relationship could not be better, could not be stronger. The joint-engineering teams are working here on campus, and engineers from Silicon Graphics are going to Washington [Redmond, WA, headquarters for Nintendo of America] all the time."

Silicon Graphics is the company behind the *Jurassic Park* computer dinosaurs and the morphing effects in *Terminator 2*.

Under its agreement with Nintendo, it will receive royalties for the use of its 3-D technology. The 64-bit machine will be marketed by Nintendo, reportedly for under \$250 (half). Don't expect it to be released until late 1995, although arcade versions of Project Reality may be available by the end of this year.

"Project Reality is proceeding on schedule," Porzheiner says, "and we're very confident that the industry will be very, very, very impressed with the technology when it comes out."

Among the more amusing comments were constant flip-flopping ratings for *Mortal Kombat* and *Night Trap*. Are they MA-17? Are they MA-13? Is one MA-13 and the other MA-17? Certainly Senator Lieberman doesn't know.

Lieberman also commended the comic-book industry for "successfully [keeping] graphic and bloody violence and explicit sex out of most of their publications by adhering to an industry-wide code that prohibits such scenes." Come on! Even Superman and Batman go to press without that official seal. And what about *Batman: The Dark Knight Returns*?

Our favorite sound bites:

• "Cabbage Patch Dolls never oozed blood, and kids never ripped off their heads or tore out their hearts or spinal cords."

• "...[games] teach children to enjoy inflicting the most gruesome forms of cruelty imaginable."

• "I really wish we could ban them constitutionally." (This was reiterated in some form or another more times than we could count.)

Well, the good news is that they can't ban these games. And companies sure aren't going to stop releasing them. Bill White, Sega's vice president of marketing, pointed out that Genesis and Sega CD players are



Night Trap, the game that makes senators turn their heads in horror. Here's the original artwork for the game that Toys R Us and Kay-Bee Toys have removed from store shelves.

much older than the senators seemed to think, and are more interested in games with mature themes — mature meaning "grown up," not X-rated. The universal rating system seems an intelligent, basically unobtrusive method of satisfying everyone. Although, quite frankly, it's still the responsibility of parents and guardians to know what their kids are playing, reading, and watching.

WOLFENSTEIN 3D



A VIRTUAL NIGHTMARE



MORE OF EVERYTHING!

★ **More Weapons** ★ **More Fun** ★ **More Mayhem** ★

"This is one of the first truly original games to come along on the SNES in a long time..."
— Video Games Magazine/Jan 1994.

MOUSE COMPATIBLE

Coming for the Super NES® in January!



Nintendo and Super NES® are registered trademarks of
Nintendo of America Inc. ©1991 Nintendo of America Inc.
©1992 id Software, Inc. Wolfenstein is a registered trademark of id Software, Inc.
©1993 Imagiteer America Inc.

Product Information Number 153

Nintendo

15317 NE 90th Street
Redmond, WA 98052

Morphing at a Store Near You

Jason, Billy, Zack and Kimberly may look like ordinary teenagers, but these kids can call on mystic powers to transform into the Mighty Morphin Power Rangers! Life is good.

The TV cartoon and hottest, most-often-sold-out toys of last holiday season are making their way to your video-game system. Bandal is currently developing the title, and Sega of America is currently planning to market the game.

In *Mighty Morphin Power Rangers*, the team, in order to save the world from Rita Repulsa and her horde of evil space aliens, uses ancient powers of — get this — dinosaurs. In dino form, each ranger can summon a mighty Power Zord. Zords are dinobots that can form an even bigger Megazord.



The Power Rangers, the top-selling toys for boys 9-13, are being developed as a video game by Bandal.

THE HOT NUMBER

The 1st Amendment

As long as no one's exploited, you can watch it. You can play it. You can write it. You can say it. And the Senate can't change that.



The SRS Imaging System

Originally developed by Hughes Audio, the SRS (Sound Retrieval System) has been licensed to Calypso Micro Products for its Game Gizmo 3-D. This device uses existing SRS technology to create a "surround sound" experience without the pricey hardware.

Using hidden audio clues to trick your brain into thinking sound is somewhere it's actually not, the SRS can create a three-dimensional image from any monosurround, stereo, or encoded sound signal and uses just two speakers. Already used in high-end video monitors by Sony and RCA, the SRS technology provides exceptional clarity and sound separation.



Top-Selling Games in Japan for December Market

- | | |
|----------------------------|-------------|
| 1. Street Fighter II Turbo | Capcom |
| 2. Super Mario All-Stars | Nintendo |
| 3. Mystic Quest | Square Soft |
| 4. Super Mario Kart | Nintendo |
| 5. Dragon Ball Z | Bandal |
| 6. Duga Battle Legend | Quest |
| 7. Super Family Stadium 2 | Namco |
| 8. Breath of Fire | Capcom |
| 9. Toruneko | Chun Soft |
| 10. Tecmo NBA Basketball | Tecmo |



Saturn Prepares to Launch

Sega's 32-bit Saturn system is still under development in Japan, but it's finally nearing completion. Expect it to go on sale around June. Developed by Sega and Hitachi, the Saturn will sell for either \$500 or \$200, depending on the report you read.

Game Players wonders whether or not Sega of America will risk sales of its Sega CD by introducing a new machine this quickly, but we also hear rumors that the Sega CD and Saturn will be software-compatible.

Here's an artist's rendering of the Saturn.



WISH List

Games We Wanna See in Development

1. Konami's *Hard-Boiled*, in which you use two *Lethal Enforcer* guns at once.
2. The *Reikon* Sega CD, with a constant outpouring of Dennis Leary's digitized voice.
3. *Brisco County Jr.*, a Western with an attitude and a horse that does tricks.
4. *Lola and Clark*, our other favorite new TV show. Keep Kent hip, and don't dare make Lola a woman-in-jep.
5. *Senate Fighter*, a tournament-style brawler in which you take on Kohl, Leiberman, and the rest to regain the 1st Amendment.

Wish List Update

The latest game to move from our Wish List into actual production is *Ricko's Modern Life* from our December list. Viacom New Media is developing the game, subtitled *Spunky's Dangerous Day*, for the SNES.



Top Ten Things the Senate's Going After Next

- 10 easy availability of handguns (nah — they'd never touch that)
- 9 lawn darts (oops — too late)
- 8 Flavor Crystals (just too much excitement)
- 7 *Mighty Morphin Power Rangers* (encourages children to morph)
- 6 Bert and Ernie (roommates for such a long time)
- 5 dogs, cats, and other pets (interactive, but not educational)
- 4 *The Incredible Hulk* (teaches problem-solving through rage)
- 3 Barney (ooo — we can only hope)
- 2 jawbreakers (violent chewing gum)
- 1 reading (promotes imagination — and you know where that leads)

**SUPER NINTENDO
ENTERTAINMENT SYSTEM**

YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!



It's a heapin' helpin' of cookie crunchin' fun!



Challenge a friend or the computer for more munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 👤 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🎮 Extra puzzle game from the creator of Tetris.

It's a snack attack!

Bullet-Proof Software, Inc.
8337 154th Ave. NE
Redmond, Washington 98052



Sega Channel Update

When the Sega Channel premieres this March in selected U.S. cities, Time Warner and Sega will already have a good idea whether or not the system will be successful — they're testing the system in 500 Japanese homes.

Subscribers to the service will spend between \$20-30 a month to have all the hottest games piped right into their TVs. You can choose from a variety of games, including previews of upcoming titles. Any game you download from the system stays in your machine until you turn it off. The 16-meg receiver is completely compatible with existing Sega hardware.



The preview menu features sports games, RPGs, and brawlers.

Using a cable-station host computer that can be loaded with up to 106 Genesis, Game Gear, or Sega CD titles.



How It Works



Subscribers use a standard cable hookup to access the system.

Games are loaded into the system via this special box provided by the cable company.



The future of video-gaming? Sega and Sonic seem to think so.



Hears to You: The ARDI Sound System

You can turn your Super Nintendo into a digital sampler not unlike those found in professional keyboards with Interplay's Advanced Real-time Dynamic Interplay (ARDI) Sound System. More than a year in development, the ARDI system was designed by Jim Sprout and Jim and Charles Deenen.

The system consists of a MIDI interface that plugs directly into a Super Nintendo system. A musician or programmer can then use the SNES as a playback MIDI module — sounds are played back directly from the SNES's RAM (random-access memory), freeing memory in its sound chip for additional digitized speech, sound, or other effects.

You can see, so to speak, the ARDI system in business in



Euphony is the group featured in the *Clay Fighters* theme song.

Interplay's *Clay Fighter* (*The Lost Vikings*, too). How about that theme song? It's the first time an SNES game has had a song with lyrics. Charles Deenen recruited the four-woman group Euphony to record the song. You know: "Clay Fighter/Clay, Clay Fighter/Come on fight them — if you dare. Dohl!"

Although the ARDI system is currently the exclusive property of Interplay, don't be surprised if you see another company using it: Interplay has already had licensing discussions with several companies.



Charles Deenen, Interplay's sound wizard, programmed the audio tracks for *Clay Fighter*, *The Lost Vikings*, and *Lord of the Rings*.

This Just in

Sales of Nintendo Machines Post Increase

According to Nintendo's latest financial report, sales of its hardware were up across the board for 1993. In the U.S. and Canada, 13.3 million SNES units were sold, up 4.36 million over 1992 for an installed base of almost 42 million. Some 13.3 Game Boy units were sold, up 2.2 million for an installed base of just over 59 million. And even NES sales were up 100,000 units, with sales of 33.3 million for an installed base of almost 250,000.

Sonic Goes Nuts — Injures Two

One of the highlights of the Thanksgiving Macy's Day Parade — for Mario fans, anyway — was watching Sonic the Hedgehog's less-than-auspicious debut as one of the new balloons. In extremely windy weather, the six-story-high Sonic ran amok, hit a lamppost (as is his habit), ripped open, and injured two bystanders with debris. The first video-game character to appear in the parade, Sonic probably won't be asked back.

Die Hard Sequel Set

They've finally decided on a plot for the much-delayed *Die Hard 3*. Ironically, the plot was originally considered for a new *Lethal Weapon* movie. It's about a cop who teams with a black urban activist to stop a madman who's terrorizing NYC with bombs left with the signature "Simon Says." Although the first *Die Hard* movie was made into a fairly bad video game by Activision, no one jumped on board the second. Maybe third time will be lucky.

"Planet Kidz" Features Game Segments

When "Planet Kidz" debuts on The Discovery Channel during the first quarter of the year, each episode will feature a segment devoted to the newest video- and computer-games. Worldwide Target Demographic Television, the producer of the show, has already taped interviews with Activision and Sega. "Planet Kidz" will be shown originally at 7:30 a.m. EST on Saturday mornings, then repeated in syndication.

Gospel We Goodfellas

For the second time, we credited *The Addams Family* for Game Gear to Ocean instead of to Acclaim. What can we say? We're truly sorry. We won't let it happen again.

But on the other hand, what better way to make sure that Moria Kombar's parents are reading your magazine?

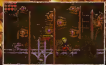
They Say You've Got a Revolution

The original ad campaign for *Julius 2* had to be scrapped because of Russian unrest. Nintendo of America was originally planning a promotion called "The Coming of the Second Revolution."



TM

YOUNG MERLIN FOR THE SUPER NES™



Westwood™

Distributed exclusively by



Official
Licensed by
Nintendo
Seal of Quality



Product Information Number 239

THE PEN-PAL IS MIGHTIER THAN THE SWORD

Well, the Pen-Pal Connection is back after the absence of a month, so stop sending threatening letters. We just didn't have room last month, OK? And by the way, this isn't a personals column. We're not trying to find you a girl/boy friend, so there's really no need for you guys to describe yourselves as "single." However, if you've got a new best friend because of a connection you made through the Network, let us know. And if your letter hasn't yet appeared, don't fret — it's in the data base just waiting its turn.

— Leslie

THE PEN PAL CONNECTION

I I'm 11 and would like to share tips and Game Genie codes for SNES or just be pen pals. I'm into video games, music, and drawing.

John Blankenship
228 Wild Wood Circle, Griffin, GA 30223

I Agree, anywhere, write to a 17-year-old London student who likes video games, classic arcade games, and will talk about nearly anything. Remember to airmail!

Alan Foley
48 Mount Street, London W1T 9RE, England

I I'm 14 and have NES, SNES, and Game Boy. I'd like to talk about games, I like music, people, and having fun. I'd like a male pen-pal, but I don't mind a girl.

Gene-Rose Ucciandino
80 Avenue St, Brooklyn, NY 11223

I I'd like to correspond with other video-game players. I'm female and thirty-something. Yep! I'm out of the closet. No sports or total simulation.

Tonia Bragg
219 Godley Road Extension, Brunswick, GA 31525-8179

I I'd like to get in touch with other NES or SNES players to exchange codes, tips, or just be pen pals.

George Fleming
RR1, Box 124, Millboro, VA 24660

I I'd like to get in touch with any Sega, Nintendo, or Lynx players to talk about new games and stuff. I'm 12 1/2 years old. Girl or boy works for me — ha!

Laure Schenck
12826 Woodson, Overland Park, KS 66209

I I'm interested in computers and SNES games. I'd prefer a female pen pal around my age (14), as I would love to have someone from the female perspective to chat about video games.

Mark Grant
2949 Troy Road, Niskayuna, NY 12059

I I'm 12 and would like to share tips on NES and Super NES games or just be pen pals.

Tyler Swank
830 St. James Street, Rapid City, SD 57701

I I'd like someone — boy or girl — to share tips and ideas about SNES, NES, and Game Boy. I'm 13 and am also interested in music and movies.

Adam Harvey
2421 South McClure Street, Indianapolis, IN 46241-5230

I I'm 11 and would like to get in touch with other NES players to exchange tips or codes.

John Payne
803 South Taylor, Alvin, TX 77511

I I want to contact other game players to trade tips and opinions on games and game systems. I'm 16, love RPGs, am open-minded about action games, and am good at some puzzle games. I've only got NES and SNES machines.

Linda Edwards
606 Lafayette Street, Hahira, GA 31632

I I'd like to get in touch with mainly NES players. We can share tips or just be pen pals. I'm turning 16 in March. A girl is preferred, but a guy is cool.

Nick Chirikas
31 East Paul Street, West Middleboro, MA 01915

Sajak, Dennis Miller, Whoopi Goldberg, and Chevy Chase on the Game Over screen.

Timothy Nelson
Andalusia, AL

Great idea! If you add a stage dealing with hair-care problems, you've got a hit!

I In Hamster/Mouse, you're Houdini Hamster, and you're just broken free from your cage. You find yourself in the pet department of a huge department store in the local mall. Your job? To find your way out of the mall and on to ... freedom! This is no easy task. You have to climb, borrow, bribe, and claw your way out of the mall, all the while looking out for the watchman, burglars, the watch dog — and don't forget the sinister big robot!

Joel Hagen
Minnesota, MN



J Journal Wallace of San Diego, CA



Attention Game Designer! Timothy Nelson joins the Network list of winners by sending us the best game idea we got this month. For his stamp, paper, and brain power, he wins a fabulous Game Genie, for his choice of system. You can be a winner, too! Send your game ideas to the Readers' Network pronto!



SNES M.K. A SMART MOVE?

Do you think Nintendo did the right thing censoring *Mortal Kombat*?

Ricky Hammer
Madill, OK

This is a really good question, especially considering the uproar in the Senate right now. While we respect Nintendo (whether or not we agree with the company) for refusing to put blood, violence, and so on in its games, the Genesis version of *Mortal Kombat* has probably sold more game systems than all the Sonics put together. So while Nintendo made the ethical decision according to its philosophy, it may not have been the smartest business decision.

The Winner

I I have a great idea everyone should be familiar with. The game would be called *Late Night Wars*.

You could choose to be David Letterman, Ted Koppel, or Jay Leno. Whoever you choose has to avoid the other hosts who want to take away your ratings by killing you or smearing you across the tabloids. You must guide your host through stage sets and even different networks while grabbing ratings points and scheduling the biggest stars. If you lose all your ratings, your show gets cancelled and you join Pat



PUSHING THE ENVELOPE

First Prize:
Dustin Pruitt of
Seat Pleasant, MD

**Domnie
Butcher of
Newalla,
OK**

Blake Bean of Lufkin, TX

**Lena
Yashikawa of
Tempe, AZ**

**Chad Bad Bear of Crow
Agency, MT**

**Roland
Williams of
Los Angeles,
CA**

**Bryan
Martin of Eagle
River, WI**

**Juan R. Lean of
San Juan, TX**

**Michael
Neureither of
Prospect, KY**

**Christian
Beggs of
Salmon Arm,
BC, Canada**

**Allison
Frost of
Denver, CO**

**Shane
Stemore of
McEwen, TN**

**Nathan
Tackett of
Portland,
OR**

**Todd
Huffman of
Crawfordsville,
IN**

Attention All Artists!
Dustin Pruitt is famous
now. He's got one of
the paintings in a
national magazine!
Careers have been
based on less. You,
too, can earn 15 min-
utes of fame with the help of Game Players.

Just send your best drawings or envelope art to
the Network, and we'll print the best
of 'em. Oh, yeah, the winner gets a
Game Game, too, for his or her
choice of system.

8

ASK THE MAGIC EIGHT BALL™ ○○○

I know this kid who's a real showoff. He says
he knows the blood code for *Mortal Kombat*—
but he won't tell me. Do you think he's lying?

Joey Wong
Calgary, Alberta, Canada

○ *It is decidedly so:*

Is Sega going to release a *Star Wars* game for
Genesis?

Matt Olson
Cocoa, IA

○ *Ask again later.*

I was wondering if *Captain* would come out
with *Super Street Fighter* for home systems
like Super Nintendo.

Andrew Greer
Ashland, MT

○ *You may rely on it.*

WHEN
YOU'RE
TIRED OF
FIGHTING
IN THE
STREETS...

STEP INTO



NO CHILDISH CHARACTERS...

NO MAGIC WEAPONS...

JUST REAL-LIFE COMBAT

IN A 20X20 WAR ZONE...

If you're finally ready for a real challenge, get off the asphalt and step into the ring, where Riddick Bowe is King—and you're just another two-bit contender.

But be warned! Red leather does things to your face you can't even imagine—especially when it's attached to the business-end of a 6'5" battering ram with the burning desire to cram your mouthpiece down your throat.

So if you think you've got what it takes to bring down Big Daddy, put on the gloves...and leave the dreamland fighting to your little brother.

THE RING.



Be "Big Diddy" in 2-player mode and clean your buddy's clock with jabs, hooks, uppercuts and no-nicking bodyshots.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ALSO AVAILABLE ON

GAME BOY

COMING IN DECEMBER FOR

GAME GEAR™



After each fight, unload on the speed bag, lace up a new pair of super-his noogie-uplifters, or go a few rounds with the megapug.



Create your own boxer—from the color of his trunks to the power of his punch—and go from a no-name punk to a top-ranked contender.

**RIDDICK
BOWE
BOXING**

Extreme

ENTERTAINMENT SYSTEM

- Battery back-up allows you to create and save up to seven of your own contenders in Career Mode
- 25 ranked fighters and 65 boxers in all—each with his own personality and fight style
- Fighters age realistically throughout their careers
- Individual body and head damage meters
- Cool blow-by-blow sound effects
- Extensive punch selections—even blocks and verbal taunts
- Individual round and career stats
- The largest boxer graphics on the Super NES®

2756 Campus Drive, Suite 100 • San Mateo, CA 94403 • Tel. 415.325.3000

Product Information Number 134

DECEMBER + +



THE BURNING QUESTION

Back in December, we asked you to send us your "Wish List" of games you'd like to see in development. Here's the verdict: *Mortal Kombat: Street Fighter*, *Street Fighter*. You get the idea. In addition, *Mighty Morphin* and the *Power Rangers* edged out *Ben 10* and *Avatar* as the winners. But here are some other ideas:

→ *Clive Barker's Hellraiser* movies and "the *Harmonies*" comic book published by Epic Comics. You'd choose from one of the seven *Harmonies*, each with special powers and weapons granted by the Goddess Marie Mame.

Emmanuel M. Vazquez
Bronx, NY

→ *Bloodsport*, based on the Jean-Claude Van Damme movie. It would be kind of like *Street Fighter* so you could fight any character from the movie with the ancient kumite martial-arts form.

Eric Rose
Texarkana, TX

→ "2 Stupid Dogs," based on the cartoon. I've seen it twice, and it was really funny (to me).

Dustin Blowers
East Guage, NY

→ Why did you insult the show *Hello, Larry* in *BackTalk*? Larry Linville was a fine actor, especially playing Frank Burns in *M*A*S*H*. *Hello, Larry* was a good show, and I'd play a game based on it.

William Pitt
Dracut, MA

Well, *Bill*, you obviously didn't pay much attention while you were watching the 1 1/2 episodes of *Hello, Larry* that aired before the show was pulled. It was *MacLean Stevenson*, not *Larry Linville*, who starred in the show. He was also on *M*A*S*H*, but less frequently in the pages of recent *National Enquirer*.

→ I'd love a *Bodyguard* game where you're Frank Farmer and must go through different stages to save Rachel Marron. In bonus stages, you could throw knives at a board using a T-meter, or show the old bodyguard how good a fighter you are. At the very end, you would try to shoot Portman in a 360-degree screen.

David Maxwell
Gadgetsville, TN

This game might be one of the signs of the apocalypse, David! A better game would have you stalking Rachel Marron — uh, Marron. Quick, stop her before she sings again!

→ *Mystery Science Theatre 3000*. You could either play as Joel or Mike, and you have to rescue Crow, Tom Servo, Gypsy, and Cambot from that weird scientist dude and Frank.

Richard Rivas
Los Angeles, CA

→ ...based on the movie *Jonestown* the game's similar in structure to *Sewer Shark*, only you'd be zipping through Martin Short's body instead of a sewer. Just picture the entire screen shaking when he sneezes, coughs, burps, or hiccupes. The game could be educational as well as fun — you'd get to see how the human body works.

Brian Kelly
Kerhonkson, NY

→ ...a *Spawn* game, a *Maxx* video game, or a *Brigade* game from the Image comics.

Harshel Tucker
Grand Rapids, MI

→ ...*Deadpool* by Marvel Comics.

Mike Mason
Cedar Rapids, IA

→ ...*Wolverine*, with Jubilee as the second-player option. Wolverine would slash, Jubilee would poof, and they'd stop a nutso sentinel from deep-frying the world (like they did in *Wolverine #74*).

Desiree Morris
Jackson Heights, NY

→ ...what about *Ghost Rider*? You could play as Ghost Rider, Blaze, Vengeance, or Doctor Strange. Each character would have special moves, and there could be cool fatality moves — for example, *Ghost Rider* could use his chain to rip the guys heads off in bottles.

Curtis Campbell
Baltimore, ON
Canada

→ ...a *Lego* game like *Mano Panini*, except you would have different sized bricks to work with, and you could choose the colors and so on. There would be different menus for each theme — Space, Castle, Pirates, and Town. You could also design new teams. There'd be another mode in which you could play against the computer or a friend in a simulation war.

Ben Lundy
Harrisburg, VA

→ ...a "Calvin and Hobbes" video game. Suzie could have kidnapped Hobbes, and Calvin could be fighting his way to Suzie's house to save him. Heck, I'd buy it!

Steven Robinson
Gresham, OR



Albie Todd of
Cadillacs. MI

→ from *Marvel*: *Fantastic 4*, *Iron Man*, *Thor*, *Dr. Strange*, *Daredevil*, *Avengers 2*, *Namor*.

From *DC*: *Deathstroke*, *The Terminator*, *Green Lantern*, *Shazam!*, *Wonder Woman*, *Iron Hardware*, *Hawkmann*, *Aquaman*, *Legionnaires*. From *Valiant*: *X-O Manowar*, *Magnum*, *The Robotniks*, *Bloodshot*, *Eternal Warrior*, *Solar Man of the Atom*, *Halbringer*. From *Image*: *Youngblood*, *Superpilot*, *Wild C.A.T.s*, *The Savage Dragon*, *Shadowhawk*, and *Supreme*. From *Malibu*: *The Protector*, *Man of War*, *Ferret*.

Joe Bell
Long Island City, NY

→ Playmobil would make a good game. The first level would be Cowboys vs. Indians. In the second level, you play an astronaut, and your mission is to destroy the evil robots. In level 3 you have to go to a mansion and go through a maze to find your body. In level 4, you go to the trains and pick the best engine to take you from Jacksonville, FL to Rockford, IL.

Riley Perszyk, age 6
Jacksonville, FL

→ *Passenger 57* would be like *Batman Returns* with big SMES characters.

Josh Roberts
Norwalk, CT

FEBRUARY + +



THE BURNING QUESTION

One of the major criticisms the government has regarding video games is that there are no ratings in arcades. What do you think? How would you enforce ratings for coin-op titles? Require ID for roped-off games?



KEEP IN TOUCH

Make yourself heard! If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas or art, tips or prizes, you've come to the right place! You can reach us any time — 24 hours a day, 365 days a year! And remember, published readers automatically get a *Game Players* T-shirt. It's suitable for wearing!

Write to:
Game Players/Readers' Network
300-A South Westgate Drive
Greensboro, NC 27407.

In a hurry? Fax us at 910/632-0112

Send your E-Mail to:
Compuserve: 71333,2306

GEInet — Game.Players

Join The Mag With Reviews You Can Trust.

THE TRUTH ABOUT VIDEO GAMES

We don't mean to boast, but if you want the best there's only one choice. Every month Game Players will bring you the hottest strategy, the best previews AND the most reliable, the most expert reviews in the business.

So why not subscribe? You get:

- 50% off the cover price
- a guaranteed copy each month
- you receive it earlier

Hey, that's gotta make sense.

The Interactive Magazine!

Readers contact us 24 hours a day,
7 days a week!

Fax 919-632-0112

On-Line: CompuServe
GEnie

- Reader's Forum
- News, Rumors, Hints, and Tips
- Reports from Around the World
- The Best Features
- The Most Accurate Reviews



Don't Miss the Party!
Subscribe Now!
Only **\$24.95**

Game Players Sega•Nintendo
P.O. Box 51463, Boulder, CO 80322-4163

Yes! Rush me Game Players Sega•Nintendo
each month (12 issues) for only **\$24.95!**

☐ Payment Enclosed ☐ Visa ☐ MC ☐ AmEx ☐ Bill Me

Credit Card# _____ Exp. Date _____

Signature _____

(Parent's signature if under 18)

For Faster Service, CALL (201) 703-9505!

Name _____

Address _____

City _____ State _____ Zip _____

Canada \$38.95 US \$ (includes GST) Foreign \$48.95 US \$ First issue mailed within 6 weeks

WE DON'T MAKE WE MAKE THE

Get this—your controller is not standard. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you some total game performance than any of those mega-dollar new controllers. They just don't get what we got. Connect the **POWER PLUG™** between your controller and your system and go kick some butt.



No one else builds **THRASH™** power. Select **THRASH™** mode on **POWER PLUG™** and you activate preprogrammed moves for best-selling games like Street Fighter II™. Hit one button on your controller instead of four, and you own the Hurricane Kick™. Think of the possibilities of *Quest II: The Alien Wars™*, *Screens of Rage II™*, *Super Star Wars™*.



even *Turtles in Time™*. No, you don't get extra lives. No, you can't move to any level. That wouldn't be fun. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer **PRO THRASH™** feature, which you only get with the **POWER PLUG™**. Do it your way, any combination, any game. Up to 17 commands.



characterized to any button on your no longer-standard controller. So in *X-Men™*, you hit one button to make Wolverine do a spinning, sliding jump. Scaring to get the picture?

Look out for that—**CRASH!**—on. Welcome to **POWER PLUG™** **STEERING** mode. This is analog proportional steering. No more all right, all left.



Man, Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.

POWER PLUG

THE GAME EASIER PLAYER TOUGHER

Oh yeah, all these other "advanced controller" features—AUTO FIRE, VARIOUS TURBO, SLO MO—we gave you those too. But next to THRASH™, PRO THRASH™ and POWER STEERING, that's just kid stuff.

When it was just bought a new controller? Don't worry. With POWER PLUS™, this controller won't be obsolete either.

POWER PLUS™ is available for both Super NES® and Sega® Genesis™. POWER PLUS™ TURN YOUR CONTROLLER INTO THE ULTIMATE GAME WEAPON.



Nintendo



SEGA GENESIS

TYCO

© 1992 TYCO Industries, Inc. Power Plug™, Turbo™, and the Tyco™ are trademarks of TYCO Industries, Inc. Super Turbo™ is a trademark of Sega®. TYCO™ is a registered trademark of TYCO Industries, Inc.

Sega®, Genesis™ and the Sega Seal® Quality are trademarks of Sega Enterprises, Ltd. Super NES™ Nintendo™ and the Nintendo Game Boy™ are trademarks of Nintendo. All other names of TYCO Industries, Inc. are trademarks of TYCO Industries, Inc. All other names of TYCO Industries, Inc. are trademarks of TYCO Industries, Inc. All other names of TYCO Industries, Inc. are trademarks of TYCO Industries, Inc.

Product Information Number 142

1993 Game Players

SEGA • NINTENDO

AWARDS

GENESIS

Action: Rocket Knight Adventures
(Konami)

Konami's programmers wowed us with amazing graphics and fantastic game play! Plus he's one good-lookin' possum.



Action/Adventure: Aladdin
(Sega of America)

Three top names in entertainment — Sega, Disney, and Virgin — rubbed their collective lamp and made Aladdin a wish come true.



Fighting: Eternal Champions
(Sega of America)

24 mugs of white-knuckle combat helped *Eternal Champions* conquer the most intense category, edging out *SFII* and *NBI*.



Racing: F-1 Grand Prix
(Tengen)

Incredibly fast polygon racing makes *F-1* the best Genesis racing simulation to date.



RPG: Shining Force
(Sega of America)

Sega took the best elements of classic RPGs and reinvented combat to make *Shining Force* the winner by a landslide.



Shooter: Lethal Enforcers
(Konami)

Possibly the best light gun game ever, *Lethal Enforcers* gives you bad guys to blow away and a gun to do it with!



Sports: NHL '94
(Electronic Arts)

Sega Sports came on strong this year,

It was strictly a two-horse race in 1993, and as we see it, Genesis pulled ahead to beat out SNES. For one thing, there were just more games for Genesis. And the games as a whole were better. Look — don't send us letters. We know you have your favorite system. But we own both so don't accuse us of being prejudiced.

This year also sealed the coffin on NES. The trickle of games has almost completely dried up, and no new system design is going to change that. Game Boy and Game Gear also lost some support from third-party companies, reducing the number of titles. At the same time, Sega CD finally picked up some speed, although we'll be altogether happier when graphic adventures equal tiny-windowed "interactive movies."

We've fine-tuned our categories this year to reflect the market. Last year, for example — can you believe that? — we didn't have a fighting-game category. What a difference 12 months make! This year we almost had a brawl of our own trying to decide which of the pack was the best.

Congratulations to the winners and to the lucky gamers who get to play these great titles. Remember, if your favorite new game isn't on our list, check next year. The cut-off date for candidates was December 1.

but the experts at EA made everyone a believer with *NHL '94*.



Game of the Year:

Aladdin

(Sega of America)

Aladdin and his big blue pal just barely edge out *Eternal Champions* for top honors. What can Sega possibly do to top it?



SNES

Action: Actraiser 2
(Enix)

Actraiser 2 kept the sharp graphics and thundering sound track, then traded in the "shm" scenes for more side-scrolling action!



Action/Adventure: Mario All-Stars
(Nintendo of America)

Three of the best games ever, updated and improved. Plus the mysterious Lost Levels. Any questions?



Fighting: Street Fighter II Turbo
(Capcom)

SFII Turbo gave players exactly what they wanted to make it the clear winner. Shoryuken!



Puzzle: Yoshi's Cookie
(Bullet-Proof Software)

Simply outstanding. Whether playing a friend or the computer, *Yoshi's Cookie* is one of the best puzzlers ever.



Racing: Top Gear 2
(Kemco)

This screaming sequel offers SNES

fers two-player racing action at its finest!



RPG: The Secret of Mana
(Square Soft)

Innovative new features, a beautiful soundtrack, and the best graphics ever in an RPG help make this cart an instant classic!



Shooter: Star Fox
(Nintendo of America)

The first — so far only — Super FX game blends smooth polygon graphics and heartrob Fox McCloud to take the gold.



Sports: Madden NFL '94
(Electronic Arts)
NBA Showdown
(Electronic Arts)

We were so impressed with EA's efforts that we couldn't decide on just one — Madden and NBA tied for the top slot.



Game of the Year:

Street Fighter II Turbo

(Capcom)

The updated version of 1992's SNES Game of the Year left everyone else in the dust. Will Super SFII go for a three-peat?



GAME GEAR

Game of the Year:

Sonic Chaos

(Sega of America)

The Mighty Hedgehog King strikes again, this time on Game Gear. What can you say? It's Sonic, it's portable — it's hot!



**1993
ULTIMATE
AWARDS**

Batman Returns
(Konami for SNES)
FIFA International Soccer
(Electronic Arts for Genesis)
Final Fight 2
(Capcom for SNES)
Lufia & the Fortress of Doom
(Taito for SNES)
Mortal Kombat
(Acclaim for Genesis and SNES)

**Street Fighter II Special
Champion Edition**
(Capcom for Genesis)
Super Black Bass
(Hot-B for SNES)
WWF Royal Rumble
(LJN for SNES)

SEGA CD

Action/Adventure: Sonic CD

(Sega of America)

Blue thing. You make my heart sing. You make everything groovy. Blue thing. Yeah.



Shooter: AH-3 Thunderstrike
(JVC)

Super-smooth control and big fiery explosions are done to perfection in this must-have CD title.



Game of the Year:

Sonic CD

(Sega of America)

It was close, but Sonic's massive levels and plethora of hidden features push the blue hedgehog just past AH-3!



SPECIAL

**Excellence
in Game Design**
Eric's E.V.O.;
Search for Eden

You've quite literally never played a game like this. Create wild creatures, then turn them into wilder creatures by changing on those less-evolved than yourself.

ACHIEVEMENT AWARDS

**Excellence
in Graphics**
Vigil Interactive's
Digital Animation
Process

Vigil wake up the industry and had everyone taking notes on what video game animation was supposed to look like. Outstanding.

**Excellence
in Sound**
Interplay's ADL
Sound System

Interplay continues to improve the SNES platform with this advanced sound process that made titles like City Fighter and Rock n' Roll Racing a joy to the ear.

GAME BOY

Game of the Year:

**The Legend of
Zelda: Link's
Awakening**

(Nintendo of America)

It's been a long time coming, but Zelda's finally hit the small screen! How'd they fit that much adventure onto one game?



NES

Game of the Year:

**Battletoads &
Double Dragon:
The Ultimate Team**

(Tadpole)

Hey — you put your Battletoads in my Double Dragon! No, you got your Double Dragon in my Battletoads! But wait — this is good!



Monthly Insane Prattle

Remember last month when I was all teary-eyed because I didn't have *Castlevania: Bloodlines* to show you? Well, baby, check out the review section of this issue! Yep, it looks like your old pal Chris has come through once again. No, no, you don't have to thank me—it's all part of the job. Your smiles are reward enough.

Anyway, here's what's new in video-game land this month: First off, you may remember me rambling about something called *Matrix Prime* last month. Since then, I've dug a little deeper and learned more about Accolade's "next generation" fighting game.

The characters are superheroes who are part of a government project that "awakened" them to their powers. Certain people have developed a special evolutionary gene that can be "triggered," causing spontaneous changes in the person's DNA. Simply put, the government did some scientific-type stuff to make normal people into super people. Once they had a complete team—Arsenal, Blockbuster, Pit Bull, and Hotshot—the *Matrix Prime* heroes were formally introduced to the public.

However, the group's original leader, Arsenal, defected and formed his own team of evil supervillains—Ground Zero, Banzai, and Shockwave—called "Overlord." Meanwhile, the *Matrix Prime* team replaced Arsenal with a new leader, Recoil. There are other characters too, who play supporting roles in the first game, but who may step into the spotlight in the sequel (they're already talking sequel?!).

In other news, have you guys played *Mortal Kombat II* yet? Midway really outdid itself! Check it out if you haven't already, and take this issue with you for the MKII moves in Codebreakers. You might want to call ahead—some arcades decided not to carry MKII because of the violence. In fact, the largest arcade near our office refused to carry the game, and the managers have even taken the fatalities out of the original MKI. You'll recognize this arcade if you see it—it's the empty one. And, by the way, don't forget M.K. CD comes out in March.

Finally, we here at Game Players want to tip our collective hat to Jason Rich, one of our contributing editors, who wrote the book on Sonic—literally. After cranking out several successful Sonic strategy guides, Sega gave our boy the enviable job of writing the instructions for *Sonic 3*. Sigh... will he still remember the little folks?

—Chris

Japan's Top RPGs Headed Your Way — Maybe

Shining Force II edges out *Phantasy Star IV*

It looks like we jumped the gun with our *Phantasy Star IV* preview last July. We thought the massive RPG would be on sale during this last holiday season. But in fact, it's still up in the air, and may not be released until next December—if at all. It's so huge (24 megs plus battery back-up), that Sega says it isn't sure the market can support such a potentially high-priced game, even taking the past success of the *Phantasy Star* series into account. Have gamers downed their last vial of Star Mist?

RPG fans, however, can look forward to *Shining Force II*. This game's been a fan favorite in Japan since its release last October, and the 16-meg masterpiece may find its way to our shores as early as this summer.

Max, the main character of the first *Shining Force*, hands the reigns over to a

new hero this time around—a young boy who sets out to save the land from yet another horrible disaster. Evidently, some rat thief steals two jewels and sets off a catastrophic chain of events.

The updated design includes new battle skills, more attacks, and more character promotions. There's still no word on what's become of our old friend Max, but fans who beat the first game should have a pretty good idea. So take a look at this extremely cool game. Sure, it's a little early, but we've been looking for an excuse to show it to you.



From what I've seen of *Phantasy Star IV*, it could just be the best one ever. It's got a ton of new stuff, including three new vehicles. But will we ever get it?

Look for new faces on both sides of the battlefield, as well as new combat options, spells, attacks, and more.



ARRR! Scared ya, didn't I? There are fierce monsters roaming round these parts, and they look even better than before! There are new races, too—no more horse people ever and over.



Here's a tiny sample of the vast new world in *Shining Force II*. For the most part, the basic game structure—including traveling—remains the same.



COMPLETE VIDEO GAME BOOK COLLECTION!



The Legend of Zelda: A Link To The Past
Zach Meeson
GP-58-204-9 \$12.95
A step-by-step walkthrough with complete guides to the Light and Dark Worlds!



**Sega Genesis Secrets
Volume 3**
Rusel DeMaria and Zach Meelon
GP-58-189-1 \$11.95
Desert Strike, Simpsons,
more!
Simply the best! More
secrets. Tons of graphics.
Instant mastery
of Sega hit games!



**Super NES Games
Secrets Volume 2**
Rusel DeMaria & Zach
Meiston GP-58-193-X
\$11.95
Legend of Zelda-Link,
Final Fight, more!
The sought-after
cheats—the secret
tricks, shortcuts, and
passwords!



**Super Mario World
Secrets**
Russell DeMania & Zach
Moston
GP-58-156-5 \$12.95
Blow Super Mario
World wide open with
this book packed with
secret hints and tips!



**Sega Genesis
Secrets Volume 4**
DeMara and Barrera
GP-58-250-2 \$12.95
Sonic Hedgehog 2,
Taz-Mania, more!
Games for beginning
and advanced players!
Winning strategies for
hot, hot Sega games!



**Super NES Games
Secrets Volume 3**
Do Mario & Barrera GP-
58-249-9 \$11.95
TMNT VI, Super Mario
Cart, more!
The unauthorized edition.
Blow the top off of
dozens of the hottest
Nintendo games!



**Super Star Wars
Game Secrets**
Rusel DeMaria
GP-58-405-X \$12.95
Complete information
on every aspect of the
game! A true collector's
edition!



Sega Genesis & Sega CD Secrets Volume 3
DeMone and Barrera
GP-58-379-7 \$12.95
Street Fighter 2,
Battle Toads, more!
The best secrets for
winning Sega Genesis
and Sega CD Games!



Super NES Games
Secrets Volume 4
DeMena and Barrera
GP-58-378-9 \$12.95
Mortal Kombat,
Street Fighter II Turbo,
more!
Filled with lots of tips
not available
anywhere else!



**Official Sega
Genesis Power
Tips Book,
2nd Edition**
Edited GP-58-
398-3 \$14.95
Sega's 100
hottest games!
Over 500 color
screen shots!

To order:
Fill out product order card and mail to:

Prima Publishing

P.O. Box 1260 Dept. GP
Rocklin, CA 95677
or call

1-800-255-8989
Ext. 504

Product Information Number: 144

Allow 4-6 weeks for delivery
All Prices are in US Dollars

**Quantities are Limited!
Order Today!**

QTY.	DESCRIPTION	PRICE (ea)	TOTAL

☐ Check/Money Order* ☐ Visa ☐ MC

Credit Card No. _____ Exp. _____

Signature _____

Send books to: _____

Name _____

SUBTOTAL	
SHIPPING: \$4.00 first book .50 each additional book	
GRAND TOTAL	

* Make checks payable to:
Prima Publishing

P

ALSO ON THE HORIZON

Bubsy 2

SNES & Genesis/Accolade



After taking a look at *Bubsy 2* last month, we're all dying to get our hands on him—I mean, that's not what I meant! Oh, I'll never live this down.

Desert Speed Trap Game Gear/ Sega of America



Sharing the spotlight with *Desert Demolition* for Genesis, *Desert Speed Trap* also pits Wile E. Coyote against his nemesis, the Road Runner. Meep! Meep!

Jurassic Park

Sega CD/Sega of America



After so much time we've been waiting for *Jurassic Park* CD since the Genesis version was released last August. But so far this pic is all I get to have to offer. Sigh.

Matrix Prime

Genesis & SNES/Accolade



This guy is Ground Zero, one of the cool-looking characters in this new superheroic title. If you think he looks hot, just you wait!

Lord of the Rings, Vol.1

The Classic Story Comes to Super Nintendo

Adapted from the J.R.R. Tolkien's famous fantasy, *The Lord of the Rings* centers around hobbit Frodo Baggins and his quest for the ring that has the power to destroy Middle Earth. But while Frodo leads the mission, your party consists of elves, dwarfs, a wizard, and other benevolent hobbits. Each has a unique personality and decision-making skills that help you survive your journey from the foggy Barrow Downs to the darkness of the Mines of Moria.

Interplay boasts that this game has thousands of frames of rotoscoped animation, real-time combat, and SNES mouse compatibility. But the main pull for fantasy buffs is the Tolkien name itself.



The "walking around" screens look OK in this 60% version, but the graphics seem fairly small. Still, the game is supposed to have super animation.

SNES info

PUBLISHER	Interplay
DEVELOPER	Interplay
RELEASE DATE	April/May
GENRE	RPG



Choplifter 3

Fly the Unfriendly Skies

Fans of the original *Choplifter* have something to cheer about: *Choplifter 3* takes all the elements of that classic fight-and-rescue game and adds new weapons, new enemies, and new features—as well as SNES graphics and sounds.

Here's how it works. At the beginning of each mission, you're given a number of hostages to rescue. You must find the buildings in which they're held, blast them free, and give them a ride back to the base. All the while, naturally, you're being bombarded with enemy fire from tanks, jets, paratroopers—you name it. Our initial peek at *Choplifter 3* looks promising, but we'll have to see how well it holds up after you play for a while.

SNES info

PUBLISHER	Extreme
DEVELOPER	Beam Software
RELEASE DATE	February/March
GENRE	Action



Sure, you get to blow up a lot of stuff, but your main goal is each mission is to rescue hostages. If you die, they die.



As in the other *Choplifter* games, you can fly your chopper left, right, or hover sideways and drop a bomb.

WE WANTED TO EXPLAIN HOW ACCURATE OUR F-117 STEALTH SIMULATOR IS, BUT THE PENTAGON GOT A HOLD OF OUR AD.

Code YY456-Z5572
Document #72.

Make no mistake, F-117 Night Storm, featuring the F-117A Nighthawk, is the top of the line high-end flight simulator available to the public. It is also the first F-117 on Sega Genesis in the 16 MEG format, making it the most powerful and authentic copy of the world's most sophisticated strike fighter. 16 MEGs of digitized speech and bit-mapped special effects, as well as, make for big pay-offs when targets are struck. Not unlike the CIA Mission over Libya when



Cuba, Grenada, Libya, Panama, Peru, and others. F-117 Night Storm even has movie insets that pictorially illustrate the unfolding gameplay. For example, There are two modes of play: arcade and campaign (for a career) which basically means the specs of this simulator are frighteningly realistic. For example, revolutionary infra-red displays and laser targeting. Not to mention Your wingspan

is 43 ft. 4 inches, overall length 65 ft. 11 inches, body length 55 ft. 1 inch, height 12 ft. 5 inches, wing/body area 1070 sq. ft. Powered by non-afterburning engines, Thrust 10,600 lb., bypass ratio .34:1, weight 1820 lb., Max take-off speed 13,000 lb., weapon load Max mach speed at sea level, best max speed at 35,000 ft.

Weapons available: GBU-27 Paveway, AGM-88A HARM, AGM-65 Maverick.

**16
MEG**



Basically, this F-117 flight simulator is loaded down with all the bells and whistles. No a/s, and, or but.



ELECTRONIC ARTS

Visit your retailer or call
1-800-245-4525 to order.

Product information Number 140



F-117 Night Storm is a trademark of Electronic Arts. Sega and Genesis are trademarks of Sega Enterprises Ltd. ©1993 Electronic Arts

AHEAD of the GAME

Mutant League Hockey
Genesis/Electronic Arts



It's just like hockey, except it's played by horrible, disfigured, disgruntled MUTANTS! That's right, MUTANTS! Anything goes in this game — 'cuz they're MUTANTS!

Pele!
Genesis/Accolade



It's soccer! It's Pele! It's from Accolade! It has 40 international teams! Big characters! Bicycle kicks! Headers! Uh... and more stuff, too!

Winter Extreme: Skiing & Snowboarding

Shred Some Amazing 16-Bit Snow

Pretty soon you'll be able to hit the slopes in what's easily the best-looking downhill competition ever. Super-slick Mode 7 graphics are done to near-perfection as you jet down steep mountainsides on either skis or a snowboard.

You can compete in three different modes: Slalom, Giant Slalom, Downhill — or you can choose to practice first with the Training mode. Rolling hills fly toward you at blinding speeds as you gun for the finish line and try to top the best time for the different courses.



Whether you're skiing or snowboarding, you invariably end up zipping down some big hills at extremely fast speeds. It feels great and looks great.

SNES Info

PUBLISHER	Electro Brain
DEVELOPER	Extrem
RELEASE DATE	February
GENRE	sports



Chart your road to victory on the course chart. If you get lost, you must eat the other contestants until help arrives (just kidding, Mr. Senator).

Notes: This ad is cruelty-free. No real animals were injured in its production.



Sega Sports Scores Big in '94

**New Sims Are on the Way
— and They Look Good**

Following up Sega's big holiday rush of sports titles, fans can expect even more rough n' tumble competition this year. *World Series Baseball* could be Sega's best sports title yet, with real teams and stadiums as well as excellent graphics that feature a terrific batter's-box view that's more from the catcher's point of view than the spectators'.

Then there's *NBA Action*, which also features real teams, schedules, and rosters. And anyone who's played *Virtua Racing* in the arcades knows that it's definitely something to get excited about. The Genesis version moves so smoothly that I still can't believe that it's not the arcade version!

World Series Baseball looks super cool.



Does *NBA Action* look familiar? Only if you've played *Pit Riley* or *David Robinson's* basketball sims.

Virtua Racing looks like someone went to the great Video-Game Tree and plucked its most perfect fruit.



Riddick Bowe Boxing Game Gear/Extreme



Just in time for, yep, his debut at the gloves of Evander Holyfield. Still, Bowe's career is far from over. In this game, anyway, you can lead him to a second world title.

Space Pirates Sega CD/American Laser Games



In the latest gundlinger from American Laser Games, Cap'n Talon and his scruffy mates have captured a ship of colonists. Shoot 'em all, man! The pyrates, I mean.

AT OUT.

The cat's out of the bag: *Top Gear 2* is the fastest Super NES game on four wheels. With 64 tracks in 16 countries. Full screen solo or split screen head-to-head racing. Day. Night. Rain. Snow. Jumps. Spins. Flips. Power-ups. And Prize Money. Just grab it and go. No matter what's in your way. **KEMCO**



Sub-Terrana Genesis/Sega of America



Got a prototype space fighter through nine heart-pounding levels of subterranean attackers. Look for this 16-bit brawler to hit in the first quarter of this year.

Super Alfred Chicken SNES/Mindscape



Yep, we're not kidding. It's an actual game, starring an actual chicken. It's so crazy, it might just work. Give him a call yourself at 1-800-ALFREDO (we hope the line's still connected).

Super Solitaire SNES/Extreme



For those players less dependent on reflexes comes Extreme's new Super Solitaire. Choose from 12 different versions of card games and just watch the blood flow.

Time Trax SNES/THQ



Here's the Super Nintendo version of the Genesis cart we previewed last month. It, too, is based on the TV show of the same name. In which you chase down time-trekking villains.

Skitchin'

Anything Goes in EA's Fast-Paced New Racer

Just what is "skitchin'," you might ask? Apparently, it's an in-line skating race against several other "skitchers" in which you try to gain the lead by hitching rides on unsuspecting cats (kids, don't try this at home!).

The game play is very similar to EA's Road Rash titles, in as much as you must beat the hell out of your opponents to get past them. You also get some great wrecks as in the Road Rash games. These skitchers get nailed by vans and four-wheelers and go flying for miles (kids, don't try this at home). Other extras such as jump ramps and oil slicks are thrown in for good measure in what looks like a pretty cool game.

GENESIS Info

PUBLISHER	Electronic Arts
DEVELOPER	Electronic Arts
RELEASE DATE	March
GENRE	racing



After you've built up enough speed, push free of your ride and use the momentum to pass your opponents. This game is pretty accurate, too. When my late cousin skitchied, it looked just like this.



The sun goes up, the sun goes down. And you're still hitchin' a ride with as they pass by, and beat up any skitchers who might want to steal your ride.

Peace Keepers

Now You Can Beat Up Four of Your Friends

Peace Keepers is a slightly different kind of fighting game, making the game play of tournament-style titles such as Street Fighter II with the flavor of several in-house Jaleco products, Rival Turf and Brawl Brothers.

But the best thing about Peace Keepers is that up to five players can participate in a massive free-for-all with using Hudson Soft's Multi-Tap! Toss in loads of different weapons, and you've got the makings of a bloody good time.



In the one-player mode, you walk toward the right while beating up anyone who gets in your way. Original? Er...



SNES Info

PUBLISHER	Jaleco
DEVELOPER	Jaleco
RELEASE DATE	March/April
GENRE	fighting



There are a good many characters from which to choose, each with his or her own supply of moves and tricks.

Get up! GET UP!!

T2: THE ARCADE GAME™
COMING TO SUPER NES
IN FEBRUARY



Product Information Number: 103

AKKaimi
aerialsolutions for

[illegible]

Zoom O

SONIC
THE
HEDGEHOG

SEGA™



R DOOM!

Zoom into Action with SEGA Genesis! Grab your lightning shield and roll into action...Swing from vine-to-vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Count on trusty Tails' to airlift you out of danger, and record your progress using the new Game Save Feature. Experience the ultimate in ultra-sonic power on a ring-grabbing, super-Sonic ride that will keep you spinning!

Snowboard

through the IceCap Zone and back for chilled-out passageways and arctic power-ups!



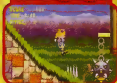
Warp Your Way

through the Special Stage to collect the Chaos Emerald!



Take-off with Tails

in the Marble Garden Zone and vanquish spike-wielding enemies with a point to prove!



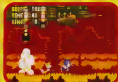
Battle Badniks

in fiery inferno arenas for some electrifying close encounters!



Outsmart

the diabolical Dr. Robotnik — and his non-stop stream of nasty new inventions!



Be Sonic! Be Tails! Be Knuckles!

Be blown away by the all-new 2-Player, Head-2-Head, Split Screen, Simultaneous Action Model!



SONIC

THE HEDGEHOG

**NEW ON
SEGA GENESIS**


Sonic, Tails, and the Hedgehog, and all other characters and related items herein are SEGA (USA) Inc. registered trademarks. All rights reserved.

Product Information Number 225

SPEED RACER™

In Development

Leslie Mizell discovers that getting up to *Speed* was no problem for Radical Entertainment, the developer of Accolade's latest.



As popular as it was in the sixties, *Speed Racer* never achieved the cult status it has today, thanks to twice-daily showings on MTV. It was only a matter of time before *Speed* and his Mach 5 drove into the game market. Accolade has already released a PC version of *Speed Racer*, and SNES and Genesis games are expected on store shelves in March.

"I'm one of the biggest *Speed Racer* fans in the world," says Daniel Jeung, senior product development manager for Accolade. "And I spent about two years fighting for Accolade to pick up the project — not only



because I was a fan, or that there were a lot of other fans at Accolade, but because the show was obviously making a comeback. It was just going into syndication, and that's a perfect time to jump on the *Speed Racer* bandwagon. And given Accolade's history in driving games, the show was a perfect fit."

Accolade approached Radical Entertainment, the development firm that had previously designed its *Brutal*, *Hulk*, *Hockey*, and *Petal* games, only to find that Radical had tried to license the game a year earlier.

"It was one of the first letters I wrote when we first

started developing games," says Ian Verchere, Radical development producer.

A Brief History of Speed

From Pops to Chum Chim the monkey, the *Speed Racer* gang has entered pop culture. Everyone knows *Speed*, his girlfriend Trixie, ace mechanic Sparky, kid brother Spridle, and Spridle's pet Chum Chim. Everyone also knows — everyone but *Speed*, that is — that the mysterious *Racer X* is

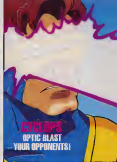
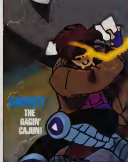
actually *Speed*'s older brother Rex, who ran away from home when Pops *Racer* wouldn't let him drive.

Speed Racer was released in the mid-sixties as a Japanese comic book "Mach Go Go Go." The focus of Tatsue Yoshida's comic was primarily on the Mach Go car instead of its driver Go Mitune ("Go" is both the Japanese word for five and a popular boy's name). In 1967, the comic book was turned into 52 half-hour cartoons, and the spotlight changed



Speed's trusty "go bird"
homing device points you back in the right direction if you go off course.





**SPIDER-MAN™ AND THE X-MEN™
TEAM UP IN ARCADE™'S REVENGE**



**MARVEL
COMICS**
SPIDER-MAN™
X-MEN™

Product Information Number 103

**TAKE REVENGE
WITH YOU!**



Acclaim™
entertainment inc.

Spider-Man™, X-Men™ and other Marvel Characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc., and are used with permission. ©1993 Marvel Entertainment Group, Inc. All rights reserved. ©1993 Acclaim Entertainment, Inc. All rights reserved.

"These days *Speed Racer* is pulling the heartstrings of the people who rushed home after school to watch it when they were kids," says Todd Thorson, an Accolade producer. "Now that they're in their 20s and 30s, they can recapture that same feeling. At the same time, young kids are being exposed to *Speed Racer* for the first time and are seeing it as something different and cool. It hits two audiences for different reasons."

Two Different Kinds of Speed

The SNES (16-meg) and Genesis (12-meg) versions of *Speed Racer* are very different, both in keeping with the different system capabilities and the target audience. The Genesis version is a pure racing game in which you need to win to advance, and you earn Mach 5 gadgetry with good performances. The SNES version is the cartoon in its entirety, with a continuous storyline in which all the events are related.



Here's how Speed looked,

first in the storyboard drawings, then in early game programming.



"Speed fans," Verchere says, "know that a lot of the action in the cartoon took place outside the car. In the SNES version of the game, each driving Mini is separated by an adventure level in which something prevents Speed from getting to the next race. We designed two distinct engines for the games. And we generated the hills using Mode 7 technology so you're not just racing on a flat track. The races aren't necessarily lap races — you can go start to finish without crossing the same piece of track twice."



sure they had covered every angle of *Speed's* Mach 5 and Racer X's Shooting Star.

"The Genesis game," Thorson says, "is a pure racing game along the lines of the PC version. You've got a different audience with Genesis — the older audience wants more of the racing. Super Nintendo's younger audience is more accustomed to the side-scrolling levels, so we gave them two games in one."

One thing the games share, however, is the feeling of the cartoon series. The designers point out that it wasn't challenging to capture that campy quality of the *Speed Racer* cartoons — quite the contrary.

"A lot of games out there create a fantasy world," Jeung says. "They have to spend a lot of time setting up a background story. But the cartoon

did all that for us. Players were expecting certain things — hijacks, chopper blades, Captain Fear. We didn't have to spend a lot of time with the story, setting up personalities and villains and things."

Speaking of villains, what about Racer X? Is he the Reptile of *Speed Racer*?

"What I did, Verchere says, "is design the game so that Racer X doesn't appear as an option. However, once you complete the game as Speed, Racer X is one of the racers you can choose. And since his Shooting Star doesn't have all the features of the Mach 5, it's a more challenging mode. We also may come up with some kind of code so you can get Racer X earlier in the game."



Grab the "5" icons to gain new abilities.

Speed Stuff We Wanna Know

Is *Speed's* girl Trixie actually his mom without her apron?

Will Speed ever finally realize that Racer X is his long-lost brother Rex, who ran away from home when Pops Racer forbid him to race?

Why doesn't Speed get disqualified for using his trick-car gadgets to gain an advantage over the competition?

And how come no matter how many cars start the race, Speed and Racer X are the only ones to finish? There should be some sort of investigation.

If the name of one of Speed's enemies is "Captain Terror," then why does he have a "Z" on his chest?



As in many popular racing games, you can use short bursts of turbo to gain on the lead.

Start Your Engines!

Rev up your SNES and Genesis machines! We're about to rip up the track with our picks for the best 16-bit racing games. Whether you're talking cars, cycles, or monster trucks, the checkered flag belongs to SNES — Genesis may own the sports field, but racing belongs to its competitor.

Battle Cars

SNES — Namco

Buyer's Guide: A techno version of Super Mario Kart — almost. Travel from city to city challenging the regional champ and gathering cash and credits to beef up your car and weapons. Up to eight players (two at a time) can join the high-speed action.

Driver's Ed: Their fire-and-forget nature makes missiles more advantageous than the other two weapons. Use your credits to build them up first.

Overall: 85%

F ROC 2

SNES — Seta

Buyer's Guide: The follow-up to the awesome F ROC 1 gives a Mode 7 spin to Formula One racing. You've got dozens of tracks and ruthless computer drones in a title that's everything racing ought to be.

Driver's Ed: Invest a few thousand per race to develop your car. You won't win races until you improve your ride.

Overall: 80%



F-Zero

SNES — Nintendo of America

Buyer's Guide: Smooth Mode 7 track rotation and intense racing action make F-Zero — the first SNES racing title — the best, barely edging out Super Mario Kart.



Driver's Ed: Jump out in front at the starting line and quickly cut off a rival car. When the other car bumps into you, it gives you a burst of speed.

Overall: 95%



Formula 1 Grand Prix

Genesis — Tengen-Domark

Buyer's Guide: An F-1 sim so intense you can almost smell the burning rubber. No game since Road Rash conveys the feeling of speed quite like this one. Pure and simple: Your car handles like a dream.

Driver's Ed: It's better to brake when approaching cars on tight turns, then gear on the jolt and pass them in the straightaways. Rear-ending another competitor puts your car at a standstill.

Overall: 90%



GP-1

SNES — Atlus

Buyer's Guide: Race for the World Cycle Championship on more than 13 courses in 12 countries. You can also challenge a friend in split-screen, head-to-head action. You practically eat bugs as the asphalt rushes by.

Driver's Ed: The brake brings you to a stop very quickly, so use it sparingly. It's better to let up on the accelerator before you reach a turn, then step on it as you come out of the curve.

Overall: 82%

Road Rash 2

Genesis — Electronic Arts

Buyer's Guide: For the fastest — and roughest — ride on two wheels, hop on one of these bullet-bikes. Speed through five landscapes, punching and kicking your way to the top. But watch out for the long arm of the law!

Driver's Ed: Pull alongside one of your challengers and continually slug him until he's a crumpled heap in your exhaust fumes. But don't keep your eyes on the rear-view mirrors for oncoming cars and competitors.

Overall: 80%

Rock N' Roll Racing

SNES — Interplay

Buyer's Guide: One- or two-player head-to-head action combines in-car dogfights with a monster truck rally. Use cash gained from your success to equip your car with items such as lasers and body armor. A Kickin' soundtrack and voiceovers makes this one hot!

Driver's Ed: Stay back at the starting line and fire lasers at the other cars from behind. Also, use the L and R buttons to help carve sharper turns.

Overall: 80%



Super Mario Kart

SNES — Nintendo of America

Buyer's Guide: Take on the computer or a friend in racing circuits that take you through Mario Land. For the ultimate in head-to-head, two-player, split-screen action, race a friend in the Battle mode. A must-have for SNES owners.

Driver's Ed: Each character can get a burst of speed off the starting line by accelerating at the precise moment. With Koopa, for example, press the B button after the first starting beep. Experiment with the others.

Overall: 94%

Top Gear 2

SNES — Kemco

Buyer's Guide: Match your sports car against the best on 64 international tracks. Upgrade your car with prize money, and experiment with components to create a winning formula. A split screen allows for two-player simultaneous racing.

Driver's Ed: Don't hoard your cash. Buy a middle-class turbo unit as soon as possible, then continue to buy items so you remain competitive with the rest of the pack.

Overall: 85%

Whether or not *Speed Racer* can stand up to the competition remains to be seen. However, soon you can test drive the games for yourself — the SNES and Genesis versions of *Speed* are scheduled to arrive in March.



EUROPEAN RACERS™ SWEEPSTAKES GRAND PRIZE



Sega CD™ system!
A \$200 value!

PLUS

Revell CD's
European Racers™
for Sega CD™!
A \$69.95 value!



3 FIRST PRIZES



10 SECOND PRIZES

Official
Game Players
T-Shirt!
A \$7.95 value!



ALL ENTRIES MUST BE RECEIVED BY APRIL 15, 1994

MAIL TO:

~~Game Players~~ European Racers Sweepstakes
P.O. Box 29364
Greensboro, NC 27429

Name _____

Address _____

City _____ State _____ Zip _____

Tel. Phone # _____ Age _____

No purchase necessary. The merchandise Porsche and \$11 are awarded by and sold under license from, Porsche AG. European Racers, Power Modder, and Revell CD are trademarks of Revell-Motorgames, Inc. (c) 1993. All rights reserved. Sega and Sega CD are trademarks of Sega Enterprises, Ltd. One entry per person. To enter fill in the coupon on back your name, address, city, state, zip code, phone number, age, and the words "Game Players European Racers" on a 3" x 5" piece of paper and mail to Game Players European Racers, P.O. Box 29364, Greensboro, NC 27429. For a complete list of contest rules and prize values, send your request to a self-addressed stamped envelope by 4/15/94 to the above address.

Sonic Power

Next Improvement #1: Save that game!

That's right, you can actually save your progress with *Sonic 3* and store up to seven games.

NEW

NEW

NEW

DEL

DATA SELECT

DATA SELECT



BUBBLE SHIELD — Lack of air got you down? Try one of these. Folks, it's just that easy.

Recognize these? Yup, *Sonic 3* has all the power-up icons you could ask for, plus a few new toys for the spiny blue boy.



FIRE SHIELD — Surround myself with fire? It's so crazy, it just might work! This new shield works just like the old one, and it doesn't go away when you're screeched.



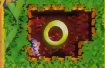
LIGHTNING SHIELD — Look! me! I'm sparkling all over de place! This shield can also pull in nearby rings — no need for a perfect jump with the ol' lightning shield!

Next Improvement #2: Sonic's got the moves!
The character animation is smooth and nifty — even a single bounce looks great!



Sonic's animation is brought to you through the magic of 3-D rendering. Take him for a spin!

On the Edge!



The Big Ring — you know what that means! *Sonic 2* is the first *Sonic* to make you search for bonus levels.



The bonus stages are cool, too! *Sonic*, with Tails in tow, runs over the surface of a small planet, changing blue spheres into red. Surround 'em, and they turn into rings!



Find all the blue ones without touching a red one, and you find — knew they had to be somewhere — a fabbed Chaos Emerald!



But there's more! Collect 50 rings, then hit a lamppost, and an oddity familiar ring of stars appears.



Jump through the stars, and *Sonic* gets a crack at getting goodies out of a giant gumball machine — a bonus bonus!



And it just doesn't stop there. When the signpost drops at the end of a stage, you can jump and make it bounce. Hit it enough times, and it coughs up a power-up! Too much!

Angel Island Zone



All the familiar *Sonic* stuff is back, plus a bunch of new surprises. This ain't even half the stage folks...



Sonic gets ragged just after the end of the first act! Some days start out bad, then keep getting worse...



And they just got worse! *Target Bombed!* Run, you crazy kid, run!



Shoot the label!



Sonic comes screaming out of a waterspout — and lo, the Hydrocity Zone. Ever dried a wet hedgehog?



Sonic hangs on for dear life against the pull of the current and deadly spikes... Yikes!



Oh, one more thing: hedgehogs do need to breathe. Watch for bubbles of air — my lungs crave air!



Water Slide, anyone? Sonic 3 has more crazy things to get you moving fast.

Marble Garden Zone



There are helpful blue wheels everywhere. You can't get up these hills without 'em!



Or, you could take a flight on a spinning top. It's not only good for getting in the air, but smashing through obstacles as well!



By spinning against these wheels later on, Sonic can make the earth move — we always knew he had it in him!

Carnival Night Zone

Defy the laws of gravity? Why not? Take a run around this barrel.



Ice Cap Zone



A hedgehog on a snowboard? Does he use ski poles or just his spines?



When he doesn't have his board, Sonic just zooms down the hillside on his little blue butt — blar! That's usual after that dip in the snow.



You can make these platforms swing only by getting up a whole bunch of speed — the one thing Sonic has plenty of!

Lunatic-Base-Zone

You didn't think we'd spoil the last level, did you? Leave that for later — heck, this is only a preview!

Robotnik—Go Home!

Sure enough, if Sonic's back, you can bet Robotnik is, too. And, of course, in addition to his emerald-stealing echidna, he's got a whole heapin' mess of deadly new machines! Good luck, little blue guy!



SONIC 3
The Hedgehog



WANNA PLAY?

**Grab your pea-shooter—
Mr. Wilson needs our help!**

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor

Georgel!!

Based on the
1993 Summer
Blockbuster by
John Hughes!

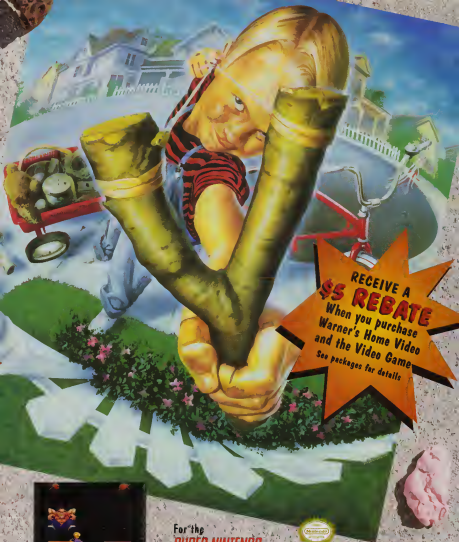


With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

Dennis the MENACE



The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.



RECEIVE A
\$5 REBATE
When you purchase
Warner's Home Video
and the Video Game
See packages for details



Load up on the ammo—and don't forget your sling-shot... Your crazy gym teacher likes to play rough!

For the
SUPER NINTENDO
ENTERTAINMENT SYSTEM

And **GAME BOY**

Product Information Number 222



ocean

Ocean of America, Inc.
1855 North Avenue
San Jose, CA 95131
408/954-0201

REVIEWS

OK, so the holidays are over, but you still have those crisp new bills burning a hole in your pocket. Boy, those shelves look kinda crowded! You wouldn't want to waste that cash, would you? Thought not. And that's exactly where this section of the mag comes in.

HERE'S HOW IT WORKS

We have a rock-solid policy of editorial independence which effectively means that you know our verdict of a game is just that - Game Players' Judgment of the game's quality, not a reflection of how big the publisher is or how many ad dollars the company's spending. Think about it.

INFO BOXES

An at-a-glance look at the nifty
gritty of each game.

OVERVIEW

What's the game all about?
What makes it special, and what
type of action can you expect?

GAME SCREENS

We believe in letting the games speak for themselves, and we pride ourselves in not only having the best screens in the biz, but having more of them than anybody else.

**THE GAME
PLAYERS
ULTIMATE
AWARD**



Game Players Ultimate Awards are given to any game or any piece of hardware that scores above a 90% It's an award that really means something — we see so many games that it's damn hard to choose the best.

[illegible]

THE TEAM



CHRIS SLATT



JEFF "LUCKY"
LUNDGREN

VINCE
MATTHEWSDOUG
BRUMLEY

BILLY MCCOY

JONATHAN
GAGNON

IN BRIEF

Quite simply, should you buy the game or not? The reviewer sums up his or her opinion.

RATINGS

WHAT DO THE SCORES MEAN?

Verfahren

Are they a feast for your pixel-pummeled eyes, or a migraine-inducing mess?

General Effects

Atmosphere-inducing gunshots? Semic speech? Thailing afterburner effects? Or a tour of your system's whole-race details?

Music

By all means. Free-form exploration of tonal dissonance? Maybe not.

Keywords:

is the interface friendly? Are the controls well set up? Does your character do as you command?

References

These are the "extras," the special options or features one game has that sets it apart from the pack. Sometimes it's the little things that count.

Keywords

How likely are you to return to the game after you've played it a while?

Overall Score

It bangs down roughly like that.

100%	Flawless
90%	Truly Excellent
75%	Very Good
60%	Not Bad
50%	Average
30%	Just Bitten

GAMES FEATURED IN THIS ISSUE

Castlevania: Bloodlines	Genesis	58	Prize Fighter	Sega CD	80
Deep Duck Trouble	Game Gear	70	Ren & Stimpy:		
Double Switch	Sega CD	78	Stimpy's Invention	Genesis	54
Dune	Sega CD	85	Skyblazer	SNES	46
Ground Zero, Texas	Sega CD	82	Super Putty	SNES	74
High Seas Havoc	Genesis	66	TMNT: Radical Rescue	Game Boy	62
Jim Power	SNES	48	Tetris 2	NES	68
Kirby's Pinball Land	Game Boy	52	WWF: Rage in the Cage	Sega CD	84
Lunar: The Silver Star	Sega CD	83	Zool	Game Gear	72
NBA Jam	SNES	76			

DOWN BEHIND ENEMY LINES...

NAME: JOHN E. WARREN

RANK: SERGEANT

SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

There's no time for diplomacy—
YOU'RE GOING IN!

CHOPLIFTER III

RESCUE ★ SURVIVE



Extreme

EXTREME ENTERTAINMENT GROUP, INC.
2555 CEMEX DRIVE, SUITE 130
MESA, AZ 85403
TEL: 602-940-3000

© 1995 Extreme Entertainment Group, Inc. All rights reserved. No portion of this document may be reproduced without written permission from Extreme Entertainment Group, Inc. Super Nintendo and Game Gear are registered trademarks of Nintendo.

Product Model Number: 134

SUPER NINTENDO

GAME GEAR

WARREN



SKYBLAZER

Who says the last thing the world needs is another side-scrolling action game? Jeff Lundrigan finds there may be life left in them after all.

SNES info

PUBLISHER	Sony Imagesoft
DEVELOPER	Sony Music of Japan
SUGG. RETAIL	\$69.95
RELEASE DATE	now available

Skyblazer Country

As you can see, the worlds of Skyblazer offer a lot of variety.



You can find passwords in the shrines scattered across the map — as long as you can stand the old man's insults.



Fight your way up the towers past strange and deadly obstacles.



Getting from continent to continent involves a bit of flying. Think of it as a bonus level.



OK, there's an ice stage, but here's the new twist: The carting also drops — by finding safe spots when you're stopping and sliding!



This wavy ride is practically the only hidden area. You get bonus items if you survive, but there's a solid wall of water coming at you! Aaaaah!



Riding the air currents in the sky stage is a unique approach — securing you like air blown up your skirt.



The competitive among you may enjoy the peaceful quiet of the forest stages — snow! Yeah, right! Eat! Eat! green death!

Skyblazer also has good, responsive controls — it's one of the few games where if you miss a jump, you know it's your fault. The one problem I found was when climbing (an essential skill), the only way to let go is to jump away from the wall, a serious problem when you need to drop straight down to avoid some spike or fireball. Also, when you reach the top, getting over the edge — "hopping out" in climberspeak — isn't as smooth as it could be.

But overall, even though there's nothing exactly new or ground-breaking — it even pulls out a personal favorite, the old fight-all-the-bosses-again-during-the-last-stage bit — Skyblazer sure keeps your attention. Plus, the graphics are very nice. The final boss was so hot, I forgot to fight him!



There's earth, wind, and water stages, so a fiery lava stage isn't unexpected!



After you reach the top of these problems in Jagan's Castle, you get to fight most of the bosses again!

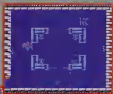
game specs

GENRE	action
PLAYERS	1
LEVELS	16, w/ 1-4 stages each
DIFFICULTY	medium
SAVE FEATURE	pass. after each area
MESS	8

Boss Power!



You begin the game by fighting Ashura. He blows you away without even trying, but don't worry — it's all part of the plan.



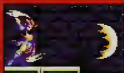
The unique bosses range from a face set in a rotating wall to a revolving bag that gets bigger every time you hit it!



You can kill lots of things by using lightning bolts, and you can use a book case!

Sky Power!

Our hero, Sky, gains powers as he defeats bosses. Some powers are excellent, some pretty useless — ain't that always the way?



The Dragon Shield is your typical invincibility tool. It's cheap to use, and effective some of the time.



Warrior Force is your basic invincibility. It's good for walking on spikes.



The Fiery Phoenix is the ultimate power. It lets you fly and damages enemies!



Hawk is it useful? You see?



You can throw flame in eight directions with Starfire, but it's not as useful as you'd think.



Time Stop works on enemies, but not moving platforms.

"There's nothing new about Skyblazer, but it offers a lot of variety and solid game play. It's worth taking a look."

— Jeff



RATINGS

GRAPHICS



- It's glossy and highly detailed — a joy to watch.
- The characters are pretty small.

SOUND FX



- It generally follows the action, with a couple of neat tunes.
- It's background music that belongs in the background.

MUSIC



- Includes different tunes for each level.
- But it sometimes gets monotonous on longer levels.

BELLS & WHISTLES



- Almost all the levels are different, and you get a new power after every few.
- Why do I have to fight all those bosses again?

CONTROL



- Control is slick, and your character does what you want him to...
- ...except he must jump away to let go of a wall, and he doesn't "pop out" well.

REPLAY VALUE



- Easy to get into, with plenty of extra lives.
- Once you beat it, there's little hidden stuff to search for.

OVERALL

80%

Jim Power is basically an action game, but its 3-D gimmick, says Erik Lundrigan, is where the excitement is.

JIM POWER

The Lost Dimension in 3D

SNES Info

PUBLISHER	Electro Brain
DEVELOPER	Loriciel
SUGG. RETAIL	\$59.95
RELEASE DATE	now available



Thanks to the Nuoptix 3-D, the first thing you see is a great visual effect! It's worth a look.



You tend to die quickly because you don't have hit points. One false move and you're vaporized! This makes a lot of the game pretty frustrating.

Electro Brain is comin' at ya with *Jim Power: The Lost Dimension*. This 3-D trip through multiple levels is not only visually exciting, but also very fast paced. Your objective is to overpower the mutated forces of Vaprak, an alien from another dimension. Once you're through his defenses, send him back to his world before more of his kind can move through the interdimensional rift.

Jim Power uses "Nuoptix 3-D," a new technique that creates 3-D images on a flat screen. Using the (clear) 3-D glasses, you get a great effect, but you can also play the game without the glasses, and it doesn't look any different from a normal game.

The action moves quickly, so don't blink. The game is also tough — any time you're hit by an enemy, you instantly vaporize with a blood-curdling scream. *Jim Power* may look great, but you may see red when all your lives are gone ... again.



The bosses generally have set patterns — once you learn them, it's easy to destroy them. The real trick is getting there.

The top-down view — a welcome break from running left to right — can nonetheless make things tough. Keep at it ... you won't be here forever.

game specs

GENRE	action
PLAYERS	1 player
LEVELS	8
DIFFICULTY	adjustable
SAVE FEATURE	cont. at checkpoints
MEGS	8

"It's visually exciting — a great-looking game with lots of action and challenge. But it's tough, even on the easy setting, since you die after one hit."

— Erik



RATINGS

GRAPHICS



- Smooth animation, and the 3-D is great.
- Sometimes the amount of detail in the backgrounds is distracting.

SOUND FX



- Your death scream is great. I got a chill the first few times.
- Sounds are mostly limited to shooting and dying, with few merry noises.

MUSIC



- The pumping soundtrack is intense, but...
- ...it lacks variety.

BELLS & WHISTLES



- The 3-D effect — a definite bonus — is sold throughout.
- It's still a basic shooter.

CONTROL



- The smooth control is easy to get used to.
- You can move into places you don't want to go, and it's easy to get trapped.

REPLAY VALUE



- It's challenging — the novelty of the 3-D effect is enough to bring you back.
- Your quick demise makes it frustrating.

OVERALL

76%

SEGA* PLAYERS... WELCOME TO THE FAMILY!



EVERY STEP YOU TAKE
COULD BE YOUR LAST!



LETHAL OBSTACLES AWAIT
YOU IN THE GAMES ROOM.



AVOID THE DEADLY WEB
OF TROUBLE



EXPLORE THE WEIRD
WORLD OUTSIDE THE
ADAMS MANSION



IT'S THE FEZI-COPTER
FLYING GOMEZ TO
THE RESCUE!

The Addams Family



Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega* action... welcome to the family!



FLYING
EDGE

SEGA

THE ADAMS FAMILY IS A TM & © 1993 PARAMOUNT PICTURES CORPORATION. All rights reserved. THE ADAMS FAMILY logo is a registered trademark of Paramount Pictures. Screenplay Adapted from "The Addams Family" by Charles Addams. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Flying Edge is a division of Accurate Entertainment, Inc. TM & © Accurate Entertainment, Inc. All rights reserved.

Product Information Number 103

You won't find in any



We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, *The Justifier*™, into every package, for a *total arcade experience unlike anything you've played at home before.*

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo.

Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



a toy like this Cracker Jack[®] box.



Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.
(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES[®] game may be released. Please check with Konami for availability.

Letal Enforcer[™] is a trademark of Konami (America) Inc. Konami[™] is a registered trademark of Konami Co., Ltd.
© 1993 Konami (America) Inc. All Rights Reserved. "Super", "Game", and "Super NES" are trademarks of Super Nintendo Entertainment System. "Cracker Jack" is a registered trademark of Borden, Inc.
Konami Game Hall and Top Line 1-800-456-4567 (4466).
70¢ per minute charge. Minors need have parental permission before calling. Touch-tone phone required.

Product Information Number 210

KONAMI[®]



KIRBY'S Pinball Land

GAME BOY Info

PUBLISHER	Nintendo of America
DEVELOPER	HAL America
SUGG. RETAIL	\$29.95
RELEASE DATE	new available

Can't afford a snazzy pinball machine? No problem — Kirby's Pinball Land offers almost everything those fancy uprights have. Pinball wizard Vince Matthews investigates.

There's a wide variety of cute bonus stages. To enter this one on the Poppy table, crack all three eggs.

Believe it or not, there are still a lot of gamers out there who remember when arcade machines were less complicated. Instead of killer finishing moves and complex joystick combinations, gaming involved nothing more than a steel ball and a couple of flippers. The game? Pinball.

Kirby's Pinball Land is a solid title starring the popular pudgy hero. You've got three different pinball machines (or lands), each of which Kirby must beat before he can finally face his evil nemesis, King Dedede, and win the game.

But who wants a plot? It's Kirby! It's pinball! What else do you want to know?

game specs

GENRE	action
PLAYERS	1
LEVELS	3
DIFFICULTY	easy to medium
SAVE FEATURE	saves high score
MEGS	4



Three tables offer a variety of fun. Choose your table at this screen.

Each table has generally the same layout — with a boss waiting at the top.

"Your thumbs haven't been this sore since Tetris."
— Vince



RATINGS

GRAPHICS



- ✓ Nintendo's programming genius shines again.
- ✗ Kirby, Smurfy. How about some new characters already?

SOUND FX



- ✓ Very pinball-esque — bumpers sound like bumpers, and so on.
- ✗ Very pinball-esque — bumpers sound like bumpers, and so on.

MUSIC



- ✓ For what it is, it sounds great.
- ✗ But what it is, is repetitive dinky muzak on tiny Game Boy speakers.

BELLS & WHISTLES



- ✓ Cutesy Dream Land characters, plus nicely done bonus stages.
- ✗ The scrolling when Kirby changes boards makes the action hard to follow.

CONTROL



- ✓ Feels just like a pinball machine.
- ✗ There should be an option to assign button configuration.

REPLAY VALUE



- ✓ It's pinball!
- ✗ The layout ain't never gonna change.

OVERALL

88%

"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

Then It Hit Me."



What makes *Pele Soccer for the Sega™ Saturn™* the best? It was only designed by a game expert, it's designed by the world's greatest soccer expert. *Pele*. With special features like a 30° 3D° stadium field perspective, designed to give you the brand sense of how enormous a real soccer field is. Real logic, which makes players move toward passes. Plus, extra large images that are actually photographed from video of international players. To players



strategies like ball control, shot accuracy, stamina, speed and aggressiveness. Shapes your skills to profile or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer to enter tournament play or a 16-



game screen. Has finished with a watch? No problem. The "message" chip allows you to save action and tournament play, win-loss, the records, and goals scored. What's more, for your own, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played and fouls. This is how soccer was meant to be played. How would we know? This did the research. It only, best to your favorite retailer. Or call 1-800-246-1744.





REN & STIMPY:

Long before it had a cult following, Chris Slate was quoting Ren & Stimpy. Now he's sleeping on their sheets, playing with their toys, and enjoying their video games — this one more than most.

Things are looking bad for our heroes in Sega's new Ren and Stimpy: *Stimpy's Invention*. Stimpy's crazy tomfoolery has gotten him in trouble once again — this time he's overloaded the "Mutate-o-Matic," blowing it to bits and sending wild and zany creatures all over town. The only way to stop the madness is to collect the missing machine pieces, reassemble them, then turn off the machine. R&S fans will really get a kick out of this game — especially the large number of wacky moves the two have at their disposal, from Stimpy using Ren as a shovel to Ren using Stimpy as a bowling ball. I spent at least

GENESIS info

PUBLISHER	Sega of America
DEVELOPER	Bluesky Software
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

Tons O' Moves

One of the best things about *Stimpy's Invention* is the variety of crazy, kooky moves the pair can pull off.



Level 1: Neighborhood



STIMPY'S INVENTION

game specs

an hour just slapping Stimpy silly before I started into the game.

However, there are a few minuses to the game, too. First off, it isn't very difficult aside from a couple of rough spots, so most gamers will whip through it in just a day or two. Also, Ren and Stimpy's special moves aren't integrated into the game as much as they should be. There's the occasional part where you might have to dig a hole or jump a long distance, but much of the game lacks that kind of depth and imagination, settling, for the most part, on walking from left to right and attacking goofy R&S paraphernalia.

GENRE	action-adventure
PLAYERS	1, or 2 cooperative
LEVELS	6, plus sub-levels
DIFFICULTY	adjustable
SAVE FEATURE	passwords
MEGS	8





Witness two of our century's dullest minds trying desperately to grasp complex scientific theories. Get ready for fun!



Keep up with our heroes' dazzling misadventures on the ratty town map that pops up between levels. Ah! Another Powdered-Toast Man cameo! He must be looking for work since the Mickelodone weasels won't run his cartoon anymore. Geez, I miss John K.



Ooo — They're Mean!



This crazy walrus won't rest until he's flopped on top of you. Dodge past him and dig through the ice to finish the level.



The fire chief's tenuous grasp on sanity has completely slipped now. Jump over his water blasts and use Stimpy's helicopter move to get past him.



The giraffes at the local zoo are fed up with that stupid "Do Not Feed the Animals" rule and have decided to dine out. Keep running ... or end up the main course!

Hit the Road

Sometimes Ren and Stimpy must go beyond the call of duty and brave new and perilous dangers — on their tandem bicycle. These off-beat stages add a lot to the game, breaking up potential boredom before it can set in.



"Even though it has its problems, I enjoyed it a lot. It's funny and true to the cartoon — although it's way too short. You'll be laughing hard, but not for that long."

— Chris



RATINGS

GRAPHICS



- ✓ Graphics are largely true to the cartoon, and the animations are great.
- ✗ The first level looks more like Bedrock than R&Sville.

SOUND FX



- ✓ Some effects are pretty funny, and the Ren & Stimpy voices aren't bad.
- ✗ Many of the sounds are average Genies fans.

MUSIC



- ✓ Original R&S tunes are included, and they sound fairly good.
- ✗ ...despite limited instruments. There are three simple tracks at most.

BELLS & WHISTLES



- ✓ Characters have lots of funny moves, and bonus levels break up the routine.
- ✗ There's not much in the way of power-ups or other extras.

CONTROL



- ✓ You can control both Ren and Stimpy at any time...
- ✗ ...but sometimes one gets in the way, or won't go where you need him.

REPLAY VALUE



- ✓ It's a neat game you get a lot out of at first...
- ✗ ...but it's really short — I beat it in about half a day and got stuck only a couple of times.

OVERALL

78%

Take Your Lemmings for a Walk.

To school. To camp. To the beach... but keep these mentally challenged mammals away from the water! Climb, dig, skydive... don't keep your Lemmings locked up—take 'em out once in awhile. It's why you got a Game Boy in the first place.



Yo—Lemmings! It's a new level! It's perfect portable!



Take Lemmings for a flying leap—with their parachutes!

GAME BOY

Lemmings

FOR YOUR GAME BOY

ocean

Ocean Software, Inc.
1330 O'Leary Avenue, Suite 1100
San Jose, CA 95128
(408) 944-0700

Lemmings is a registered trademark of Psygnosis Limited. Other names © 1993 Ocean Software. Ocean-Game is a registered trademark of Ocean Software. All rights reserved. Nintendo, Game Boy and the Official Seal are registered trademarks of Nintendo of America, Inc. © 1991 Nintendo of America, Inc.

Product Information Number 222

Chris Slate has been dying to sink his teeth into Konami's latest *Castlevania*. They say it's the best one yet — but will Chris bite?

Castlevania BLOODLINES

GENESIS Info

PUBLISHER	Konami
DEVELOPER	Konami
SUGG. RETAIL	\$49.99
RELEASE DATE	Now available

They keep killing him, and killing him, and killing him, but he won't stay dead! Count Dracula's back — again! — and this time he's terrorizing Genesis owners. Lucky for us, those trusty Belmonts are back, too, this time in the form of John Morris and Eric Lecarde, two descendants of the famous vampire-killing family.

Unfortunately, the Count's got help, too, in the form of Elizabeth Bartley, a female vampire who awaits our heroes along with the usual assortment of zombies, ghouls, and the rest of Drac's undead army. Can our brave adventurers

prevail over such horrible dangers? Sure!

We've been waiting for this one, and I'm extremely pleased to say that it was worth every second. Fans of the earlier *Castlevania* games will love *Bloodlines*, with its mixture of classic Konami game play and new-fangled 16-bit wizardry. Their special effects is fantastic!

However, as good as the game is, it could have been better. The graphics occasionally look a bit stale, with dull, flat renditions of stages from early 8-bit *Castlevania* titles. And although the hero of *Super Castlevania IV* was enhanced for his move to SNES, the guys in *Bloodlines* (you choose

the one you want to portray) are back to being the same little characters from the NES games. There's nothing wrong with them, but they're so tiny that they look a little out of place on a 16-bit machine.

Aside from a few rough spots, *Castlevania: Bloodlines* is a real winner. Konami evidently labored over each and every inch, and there are new surprises around every turn. There's even a little blood n' gore — zombies splatter in half and blood drips from the ceiling. *Bloodlines* is great for fans, and if you haven't tried a *Castlevania* game, now is a great time to jump in.

AAAAH!! ZOMBIES!! THEY WANT TO EAT MY BRAIN!!

A Castlevania Timeline 1987-1994

The *Castlevania* games have already sold more than 3.7 million units.



Castlevania (NES-1987)
Early NES players fell in love with the eerie settings, gruesome monsters, and excellent game play. Its dark theme was a welcome change from hordes of Mario clones.



Castlevania II: Simon's Quest (NES-1989)
Castlevania rode the NES's meteoric rise to become one of the most successful video games ever. Its follow-up, *Simon's Quest*, added a role-playing element.



The Castlevania Adventure (Game Boy-1989)
Castlevania, already one of the most popular video-game series around, was an obvious choice for Game Boy.

game specs

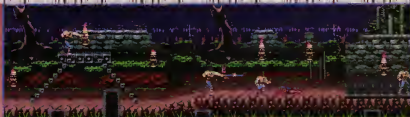
GENRE	action/adventure
PLAYERS	1
LEVELS	6 + sub-levels
DIFFICULTY	adjustable
SAVE FEATURE	passwords
MEGS	8



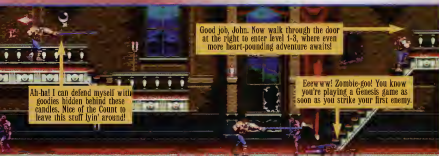
The evil, twisted, yet somehow charming Count Dracula once held the land in his icy grip of fear... until the Belmonts came to town.



Prince of Darkness has returned to seek more revenge. He doesn't have to look far — John Morris and Eric Lecarde, two of the Belmont line, are on their way!



The game's structure closely follows the earlier Castlevania games. Right off the bat (no pun intended), you build up your power in a danger-free forest before fighting.



Good job, John. Now walk through the door at the right to enter level 1-3, where even more heart-pounding adventure awaits!

Ah-ha! I can defend myself with goodies hidden behind these candles. Nice of the Count to leave this stuff lyin' around!

Eerw ww! Zombie-goo! You know you're playing a Genesis game as soon as you strike your first enemy.



Castlevania III: Dracula's Curse (NES-1990)

The third NES Castlevania is actually set before the first two. New characters help Simon's ancestor hunt down the Count.



Super Castlevania IV (SNES-1991)

Konami made use of the Super NES's advanced special effects to spice up this one. Great graphics and game play make it the best Castlevania ever.



Castlevania II: Belmont's Revenge (Game Boy-1991)

In Konami's second Game Boy Castlevania, you take control of Christopher Belmont as he rescues his son, Solaire, who has been turned into a vampire by the Count.



Castlevania: Bloodlines (Genesis-1993)

The Count's first outing on Genesis pits two of Belmont's descendants against Count Dracula's undying evil. When — and where — will he strike next?



Woodlives has some amazing special effects, such as the Tower of Psa, which rocks back and forth as you climb. It looks great, and adds a lot to the game play, too.

More special FX come into play in this deadly level. You must strike objects such as columns or statues to create bridges. Off wif 'ar 'oud!



You're up against some big nasties on your way to the Count — some foot soldiers are five times your size!



Check out additional cool effects during the jungle area of stage 5. Vines swing at you in super-smooth animation.



You can choose between two new characters from the house of Belmont — John Morris and Eric Lecarde. John swings from ceilings with his whip, but Eric's super-high jump makes him the top pick.

Ghoulish Bosses



The ghostly knight is easy if you've got at least a

quarter of your energy. Stand at weapon's length and keep swinging while firing your special weapon.



The enormous rock creature in stage 2 is also fairly easy. Jump and attack his mid-section to knock his weak head within reach, and duck into the far left corner if he walks too close.



The red dragon is a little tougher than most bosses. Attack with powered-up special weapons and jump up to strike him when he's within reach — but be careful not to leap off the edge.



Elizabeth Bartley's first form is a Medusa-like snake creature. Throw everything you've got, while jumping over her tail attacks and leaping between her fire ball attacks. Her next form is even tougher.



This boss is a jumbled pile of pears, with its weak spot hidden in the middle. Attack with special weapons from afar, or take sanctuary on the top middle platform if you're Eric.



The Grim Reaper always shows up in a Castlevania game for a tough fight. Deal with his tarot cards before you fight him. Some cards let you against bosses from previous levels, while others refill your energy.

"A little rough, but still a great first outing on Genesis. You'll be eager to beat it a third or even a fourth time, even though it still falls just short of the SNES Castlevania game." — Chris



RATINGS

GRAPHICS



- ✓ The game has some really amazing visual effects.
- ✗ Your character is a wee little fellow, and most backgrounds are dark.

SOUND FX



- ✓ Some cool explosions and a few scary sounds you haven't heard...
- ✗ ...although some are awfully familiar — simple thuds & white-noise shots.

MUSIC



- ✓ Some tunes feature moody organs or versions of old Castlevania songs...
- ✗ ...but after hearing the same on SNES, the Genesis tunes seem sub-par.

BELLS & WHISTLES



- ✓ New stuff's around every bend, from cool bosses to FX-laden stages.
- ✗ Some traditional weapons are missing, leaving you with only three.

CONTROL



- ✓ The control is almost identical to the previous Castlevania games.
- ✗ Attacking upward or downward can be tricky to pull off quickly.

REPLAY VALUE



- ✓ Inventive stages, two characters, and adjustable difficulty keep you at it.
- ✗ It wasn't like Castlevania veterans long to finish, even with sub-stages peeked into six levels.

OVERALL

88%



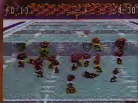
▲ Frank Gifford calls every down.



▲ Power Play Mode zooms in tight on all the action.



▲ Run a variety of offensive and defensive plays.



▲ Try not to fumble as you plow down a mud-slicked or ice-packed field.

THE ONLY THING WE LEFT OUT WAS THE COOLER OF GATORADE

THE ULTIMATE QUENCHER



SO REAL IT HURTS

Now you can enjoy ABC's Monday Night Football any night of the week. Our hard-hitting graphics and play-by-play sound bring every great and groan of the game to life. You get all 28 teams and a massive pre-designed playbook. Plus, with our incredible "Power Play" feature, you can zoom in tight on the action and review it all on instant replay. Frank Gifford calls every down, so catch all the bone-crushing action on ABC's Monday Night Football anytime.

DATA
EAST

Product Information Service

Cowabunga! Jonathan Gagnon predicts that if Konami keeps improving TMNT games, the series will do nothing but grow. Maybe not as fast as kudzu, but pretty fast.

TEENAGE MUTANT NINJA TURTLES III Radical Rescue

GAME BOY Info

PUBLISHER	Konami
DEVELOPER	Konami
SUGG. RETAIL	\$29.95
RELEASE DATE	now available



Use Michelangelo's special move, the Helicopter Hang Time, to clear enemies and steady spikes.



Dig that dirty Leonardo. Check all the blocks to see if he can drill into them.



Pizza's still the Turtle food of choice. Pizza reappears when you scroll away, then return—but enemies do, too.

There's plentiful pizza at this point on the map.



Scratch

This stray cat from hell is easy if you watch his pattern. He charges just after he steps back and stomps his feet. That's your cue to hop over him, strike, then back off before he swipes at you with his claws. Wait for him to stop flashing before you hit him again.



You need 10 cards as well as keys to enter locked doors. Dig here on the map to uncover one.



Dirtbag



Wheel! Boy, does Dirtbag swing a mean pick! He jumps off-screen and tries to land on you, but he misses if you keep moving. Your best bet is to hit, back off, then attack again when he's landed after his off-screen jump.



Here's where you rescue buddy #3—Raphael.



game specs

GENRE	arcade-action
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	password
MESS	1



The

A photograph of a pool table with a green felt top. Above the left and right pockets are signs that read "FIVE RING POCKET" and "SIX RING POCKET" respectively. The table is surrounded by a dark wooden frame.



The
Most Realistic
Billiards Game on
The Market.

Side POCKET





Hit these villains twice to eliminate them.

How much tip do you leave if they make you dig for your own pizza?



A-Mazing



Here's a tricky part of the maze. Time your jumps carefully so you land on the protruding ledge, then do a little jump to set off the overhead laser. Once it has passed, continue to the next ledge. Remember, if you're low on energy, there's an entire pizza below you.



Grab the heart to fill your life meter and extend it. Also remember that the second-to-the-last digit in the password is your life meter. Set us on 3 at the beginning of the game.



Scale Tail



When Scale Tail shoots the marker above your head, get ready to avoid a bolt of electricity. Also get ready to retreat—he charges right after the electric blast. Use the same charge, back off approach that's worked with previous bosses.



PASSWORD 3733738

Here's the last member of the gang—Donatello. But what about Spiker and April?

"Konami's latest proves that the TMNT series is alive and well.

Turtles fans will definitely want to shell out for this one."
—Jonathan



RATINGS

GRAPHICS



- ✓ You expect a Konami game to have great graphics, and this one delivers.
- There could be a wider variety of enemies.

SOUND FX



- ✓ Fights with bosses are full of blows and grunts.
- The rest of the game is limited to hearing impact noises.

MUSIC



- ✓ Better than a lot of Game Boy games...
- ...but it still gets repetitive.

BELLS & WHISTLES



- ✓ Love those different Turtle moves.
- You should be able to use some special moves on the bosses.

CONTROL



- ✓ All the standard actions are ultra-smooth.
- It's hard to get out of some special moves quickly.

REPLAY VALUE



- ✓ Challenging, with a map to guide you. Designed to keep you wanting more.
- Once you've explored the maze and have the passwords, a lot of the fun is gone.

OVERALL

86%

THE LOST VIKINGS™

TM

Now You Can Find Them On

SEGA GENESIS™

At long last the space fairing trio of Erik the Swift™, Baleog the Fierce™ and Olag the Stout™, have arrived in the land of SEGA Genesis. With a jammin' musical score and your help, our humorous heroes fight their way through over 40 rip-roaring levels and worlds. Hurry! Only you can get these lonely vikies home.

Interplay

INTERPLAY PRODUCTIONS, INC.
10711 ROCKAWAY BLVD.
PO BOX 100000
LOS ANGELES, CA 90010-0000

SEGA

This vibrant tale is now available for the SEGA GENESIS™. The game has been adapted for the SEGA GENESIS™ and is available on the SEGA GENESIS™ system.

INTERPLAY PRODUCTIONS, INC.
10711 ROCKAWAY BLVD.
PO BOX 100000
LOS ANGELES, CA 90010-0000
AND INTERPLAY PRODUCTIONS, INC.
10711 ROCKAWAY BLVD.
PO BOX 100000
LOS ANGELES, CA 90010-0000

Seize the Square™

SEGA GENESIS

THE LOST VIKINGS



6

TEEN



GA

Product Information Number 182



GENESIS info

PUBLISHER	Data East
DEVELOPER	Data East
SUGG. RETAIL	\$51.99
RELEASE DATE	January-February

Yoy, mateys! There's treasure to be found, and the race is on. Evil pirate Bernard the Brutal has stolen the map that leads to the loot — which includes Emeralds, a magical gem whose owner has the power to rule the world.

Not only does Bernard have the map, but he's also captured Tide and Bridget ... but that's where he made his mistake. His hostages happen to be close personal friends of the swashbuckling hero Capt'n Havoc. Which is where you come in.

As Havoc, you must make your way through 13 puzzling levels — each full of dastardly soundtracks — in order to get your paws on that map, find the treasure before Bernard, and rescue your seafaring buddies. Your journey takes you from rolling hills to undersea caverns, through burning villages and up snowcapped mountains.

Although *High Seas Havoc* has obviously "borrowed" quite a bit from Sega's super-speedy blue guy, it does offer several unique features that turn the tide and make the game better than the average copycat.

game specs

GENRE	action
PLAYERS	1
LEVELS	13
DIFFICULTY	adjustable
SAVE FEATURE	none
NEGS	8

We gave Doug Bramley this game and told him it was *Sonic 3*. A week later, he finally caught on.

Weak Havoc!
Although *Havoc* has two attacks, both involve jumping, making it difficult to defeat enemies when space is tight. And *Havoc's* evasive maneuver really isn't that practical.



Havoc's most useful attack is the Flipper Flip, a quick swipe that makes short work of any attacker.



The Slippery Slidescary Ball allows our hero to scoot away from trouble.

You first face off with Bernard after level 2. He's one of several distinct bosses who make the game more enjoyable.



Although quite tedious, the checkerboard mazes in the latter levels are creative — and they leave you with a real sense of satisfaction when you finish them.

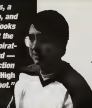


Why do I feel like I've played this game before?



"Emerald gems, a blue animal hero, and rolling hills? It looks like *Havoc* isn't the only one who's pirating. Still, diehard — or curious — action fans might give *High Seas Havoc* a shot."

— Doug



RATINGS

GRAPHICS



- ✓ The cartoon-style graphics look good and move smoothly, too.
- The animation when *Havoc* gets hit is cute at first, but hampers game play.

SOUND FX



- ✓ The sound effects are only adequate.
- In fact, some noises — like *Havoc's* obscure squeaks — become annoying.

MUSIC



- ✓ Compelling tunes and musical flourishes set each level's pace.
- Often music associated with certain events clash with background tunes.

BELLS & WHISTLES



- ✓ A music test makes listening to the score more interesting than usual.
- Passwords are a needed addition for this rather lengthy adventure.

CONTROL



- ✓ For the most part, *Havoc* moves precisely and smoothly...
- ...but you're often removed from control after you're hit, then dumped into danger.

REPLAY VALUE



- ✓ The secret passages and hidden power-ups should keep you interested.
- As with any action game, it's never as exciting once you've finished.

OVERALL

73%



CLIFFHANGER™ SONY

(sure, it's just a game.)



"Cliffhanger could send gamers over the edge." - *Gamerpro*, October 1988

"Non-stop, pulse-pounding adventure that won't give you a break." - *Electronic Gaming Monthly*, October 1988



Chill, light, and snarl your way through 7 on-footing levels, with unbelievable digital fire clips. The 3-D action sequences and cinematic CG cutouts on the Sega CD version will take you out of your chair.



Talk about rope-climber: the mountain is a boss you'll have to defeat as you master wicked obstacles, devious bridges, and a deadly avalanche. Learn the lay of the land, or you'll be lying under it.



Battle the heavily armed steel helicopter, rescue the hostages and finish off the sadistic terrorist banger. Before he turns you into a blood-thirsty zombie.



Bring out for the first time ever in any video game, test your survival skills in a high-speed crowd-sourcing level that's electronic Gaming Monthly says "has to be seen to be believed!"

Available for all Nintendo® and Sega® systems.

CLIFFHANGER® distributed by Sony Imagesoft, 2100 Colorado Avenue, Santa Monica, CA 90404. Sony Imagesoft and Imagesoft are trademarks of Sony Electronic Publishing Company. ©1988 Sony Electronic Publishing Company. CLIFFHANGER® is a trademark owned by CLIFFHANGER S.G. and used by Sony Electronic Publishing Company under authorization. All rights reserved. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. ©1988 Nintendo of America Inc. Sega Genesis and Sega CD are trademarks of Sega Enterprises Ltd. All rights reserved. Jeep is a registered trademark of Chrysler Corp.

Product Information Number 227

TETRIS 2

Chris Slater loved the first Tetris so much that it took a while to beat the addiction. Fearing a relapse, he plugged in *Tetris 2*. Not to worry — it was back on the shelf five minutes later.

NES Info	
PUBLISHER	Nintendo of America
DEVELOPER	Nintendo of America
SUGG. RETAIL	\$39.95
RELEASE DATE	now available



The one-player mode puts you in a familiar setting, but hands you new stuff that doesn't hold together as well as the first Tetris.

You can play against the computer or a friend in the Vs. mode, which is more fun than the monotonous one-player game. At least here you're competing.



Want a Puzzle Game?



The original NES Tetris is the king-daddy of all puzzle games, even if it didn't have a Vs. mode.



Even the *Ultimate Play* version of Tetris is great — in fact, I don't think any puzzle game will ever beat it.



If you're looking for something more recent, try last year's *Tetris's Cookie for NES* by SNES. It's very good — one of the top two or three puzzle games.

The original Tetris is one of my all-time favorite games. It may not be much to look at, but after just one game, no one can resist its simple, extremely addictive play. The design was so impeccable that it was hard to imagine any way to make it better. Guess what — there isn't. If there's any reason for a sequel to Tetris, it's because it made a ton of money. And Tetris 2 is bound to boost sales for the near-dead NES.

In Tetris 2 your primary goal isn't to fit puzzle pieces together, it's to blow up the bombs that are already on-screen when you begin each level. Strips of blocks in three different colors — red, blue, and gold — fall into a pit, and when at least three like-colored blocks are lined up, they blow off the screen. If they're by a bomb, the bomb blows up as well. The stage isn't complete until you've detonated all the bombs.

But there are frustrations involved with the new game play. For example, when a row of blocks first falls on-screen you must decide A) at which angle to turn it for the best fit; B) how to line it up so like-colored blocks are connected; and C) how to place the piece so it might also detonate a bomb. To make things even more nerve-wrecking, you must do all this in the same damn let-them-fall-up-the-pit time limit you had in the original Tetris.

Tetris 2 does have a two-player mode, but that just means two people can be disappointed and frustrated at once. Besides, the original Tetris had a two-player option in the arcade and in Tengen's original NES version. In effect, we're only getting what we should have in the first place.

To be fair, you get used to the more-complex game play of Tetris 2 after a few hours, but no matter how long you play, Tetris 2 can't touch its predecessor — or the vaguely similar *Super Tetris* for PCs. In the end you're stuck with a dead-average Tetris clone that's hard to believe came from Nintendo.

game specs

GENRE	puzzle
PLAYERS	1, or 2 competitive
LEVELS	30
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	2

"Nintendo says Tetris 2 is great because it has bombs. It's got 'em all right — a great big one that goes off when you hit the power switch." — Chris



RATINGS

GRAPHICS



- Of course, graphics aren't that important in a puzzle game.
- Pee-yew. Sure it's 8-bit, but it looks like a lousy Nintendo-compatible cartridge.

SOUND FX



- Average 8-bit NES fare.
- Average 8-bit NES fare.

MUSIC



- Like the first Tetris, there are multiple tunes from which to choose.
- Unfortunately, you won't want to hear any of them.

BELLS & WHISTLES



- In addition to speed, sound, and music settings, you can play with a friend.
- We won't be your friend for very long if you make him play.

CONTROL



- Blocks fall and you flip them — how could they screw that up?
- They did. The pieces don't fit together well, making your job even harder.

REPLAY VALUE



- You can squeeze out extra value playing with a friend.
- But even good company can't help Tetris 2 for long.

OVERALL

52%

DEEP DUCK TROUBLE

GAME GEAR Info

PUBLISHER	Saga of America
DEVELOPER	Saga of America
SUGG. RETAIL	not available
RELEASE DATE	February

Disney characters in a video game? Jonathan Gagnon speculates it can mean only one thing — great graphics and action.



Use that duck sense in the Volcano level and hop on the boulder to get over the spikes. The fun's coming your way means business.

A hot pepper is a welcome addition to the cold of the Valley level. Eat it and watch an invincible Donald take off.



A Disney game is invariably a good addition to any game system. And if you're a Donald Duck fan, you'll be doubly happy with *Deep Duck Trouble*.

As the easily flustered and frustrated fowl, it's your job to help your wealthy uncle, Scrooge McDuck. On one of his explorations, Scrooge stole a pendant from a statue on an uninhabitable island, and he's now blown up to grand proportions. The only way to reverse the spell is for Donald and his nephews — Huey, Dewey, and Louie — to return the pendant.

Graphics are the highlight of *Deep Duck Trouble*, although the game play is solid, too. You're going to be hard-pressed to find a better all-around adventure for Game Gear.



Watch out for stampedes of birds in the Jungle level. To avoid a nasty death, stay on their backs and jump from bird to bird.



This eagle tries to skin you alive. Keep ahead of him, but don't move all the way to the right or you won't know when to jump.

game specs

GENRE	action
PLAYERS	1
LEVELS	4 places
DIFFICULTY	medium
SAVE FEATURE	none
MESS	4

While exploring the sunken ship in the Inlet level, you run into a shark. Stay near the top of the screen, but give yourself enough space to move if a obstacle (like a wall) should appear.



"If you want to be part of the Wonderful World of Disney, *Deep Duck Trouble* is for you. This game keeps you coming back for more."
— Jonathan



RATINGS

GRAPHICS



- Eye-glossing Disney-esque graphics.
- Some levels, however, could definitely use more colors.

SOUND FX



- The basics are there — getting hit, throwing bricks, and so on.
- There isn't anything inventive or exciting.

MUSIC



- Prepare for the upbeat tunes of happy cartoonland.
- And prepare for them to make you nauseous.

BELLS & WHISTLES



- There are some little puzzles...
- ...but it's not exactly ground-breaking stuff.

CONTROL



- Normal Donald is quite easy to control.
- But the peppered-up Donald can be tough.

REPLAY VALUE



- Disney characters, crisp cartoony graphics — it's meant to be played again.
- Although you'll master it quickly.

OVERALL

87%

ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

HAVE LANOCCO AND YOUR JOB IS TO STOP THEM

IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S

KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL

HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY.

BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD

TO DO A LITTLE SHOOTING OF OUR OWN

— IN HOLLYWOOD — FOR THE FIRST TIME EVER,

AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF

COMMENT: 5 LEVELS OF
EXTRAORDINARY BASHING
IT'S ALL LIVE ACTION WITH LIVE
ACTORS. AT LEAST THEY'RE ALIVE
WHEN YOU START.

VIEW ACTION THROUGH
BATTLECAMES ARMED WITH PLASMA
DISRUPTER PARTICLE BEAMS
NEEDS BE EFFECTIVE



(sure, it's just a game)

CLUES LEAD YOU TO THE INHABER'S
UNUSUAL CAREFUL AGE
ONE INJURY MORE AND YOU'LL
BLow IT... AND THE WHOLE TOWN!



AGENT D'SALVO CLUES YOU IN TO
THE UNUSUAL CAREFUL OF A LASER
GAMON. FIND IT, RAPIDIZE THE
MOTHERSHIP AND SAVE THE HUMAN
RACE FROM BECOMING BURN!



MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

THE WHOLE THING. THE RESULT IS A GAME

WHERE EVERY DECISION YOU MAKE CHANGES

THE ACTION EVERY TIME YOU PLAY. GROUND ZERO,

TEXAS IS SO REALISTIC THAT IT WILL PROBABLY

REVOLUTIONIZE THE WAY GAMES ARE MADE

IN THE FUTURE. IF THERE IS A FUTURE

THAT'S UP TO YOU, PARTNER.

AVAILABLE FOR SEGA CD



Ground Zero: Texas™ is a trademark of Sony ImagiQuest, 2700 Colorado Avenue, Santa Monica, CA 90406. Sony is a registered trademark of Sony Corporation. ImagiQuest is a trademark of Sony Electronics Publishing Co. © 1997 Sony Electronics Publishing Co. Ground Zero: Texas™ produced by Digital Pictures, Inc. for Sony ImagiQuest. Computer only. © 1997 Digital Pictures, Inc. Sega and Sega CD are trademarks of Sega Enterprises Ltd. All rights reserved.

Product Information Number 227



The Ninja from the Nth Dimension

GAME GEAR: Info

PUBLISHER	Gametek
DEVELOPER	Gametek
SUGG. RETAIL	\$39.95
RELEASE DATE	January-February

What starts as a routine mission changed drastically when scan-nin picked up a strange, pulsating cloud. You go in to investigate, only to be sucked into a vortex. When you crash onto a strange world and meet Krool's forces, you realize you're pretty far from home.

As Zool, your job title is Protector of Creative Thought and Defender of Positive Action. But it's hard to be optimistic when you must explore seven worlds, uncover all kinds of secret rooms, and defeat all of those bosses. Just remember that you've gotta have heart—in addition to serving as weapons, bonus hearts are the keys to saving the Nth dimension.

Jonathan Gagnon finds that this dweller of the interstellar cosmos is trapped in a mediocre adventure.



To kill this humpbug boss, hop on the pogo sticks to pop them, then jump on the boss's side. When he starts to shoot, move into the sight corner.



Use trumpet notes to get to out-of-reach ledges.



You never know what you might find on ledges— for example, these bombs and jumping-Zool icons.



Don't let this record twirl you onto the sharp spikes when it takes you for a spin.

game specs

GENRE	action
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	2

After you've picked up your quota of icons, a gold Z appears. Jump into it and head for the next level.



"Zool has all the hidden rooms and secret places of a Sonic game — if only it had the graphics and game play to match."
— Jonathan



RATINGS

GRAPHICS



● You've seen worse on Game Gear.

● Little detail means too much empty space.

SOUND FX



● There's a nice selection of effects...

● ...but you'll wish the sounds were a little clearer.

MUSIC



● Bouncy, but not top-ten material.

● It gets repetitive in the long haul.

BELLS & WHISTLES



● It has a fun plot, plus unique and interesting levels.

● But you still run and jump and fight and collect.

CONTROL



● The basic controls are well designed and responsive.

● It can be difficult to control your climbing.

REPLAY VALUE



● The variety of levels keeps you coming back...

● ...until the blah colors and lack of detail send you searching for another game.

OVERALL

65%

YOU BRING THE LIGHTNING

THUNDERSTRIKE



Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and anyone named Saddam!



This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.



Don't play too soon after eating. With a dynamic 350-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in gizzly detail!



Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.



Screaming out of the skies over Panama . . .
Strafing pirate gunboats on the South China Sea . . .
Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.



SEGA CD



TM & © 1993 Game Design Limited. © 1993 JVC Musical Industries, Inc. All rights reserved. Used under authorization. Licensed by Sega Enterprises Ltd. for play on the Sega CD™ system. Sega and Sega CD are trademarks of Sega Enterprises Ltd. All rights reserved. Product Information Number 145



Billy Moon finds this one schlurpy, slimy good fun!

SNES info

PUBLISHER	U.S. Gold
DEVELOPER	System 3
SUGG. RETAIL	\$59
RELEASE DATE	now available

Somewhere in the far reaches of the universe lies Putty Moon, a strange world whose inhabitants are blue Blobs of goo known as Putties. Putty Moon was a peaceful enough berg — its citizens were entirely ignorant of the rest of the universe and its inhabitants. You can imagine their surprise when a large spaceship landed, bringing hordes of surprisingly un-blue, un-round bungs. Although the Putties were naturally curious about their visitors, all that changed when they began to be kidnapped and packaged as "Shneki" bubblegum. While the

Putty populous properly panicked, one brave soul is willing to face the aliens and their evil leader, the wizard Dazzledaze.

It's risky to center a game on blobs of putty, but the goofiness of *Super Putty* works in the game's favor. While actual game play bears a certain similarity to Mario-ish action games, the various moves that are unique to putty inject originality into the title. Unfortunately, the lack of a continue feature in later levels means you probably end up repeating some sections one too many times.

Putty in Motion



Press A and the directional pad to stretch between platforms.



Your bounces aren't as quick as stretches, but they help you reach high platforms.



Press Down to melt, making you invincible and able to absorb robots and enemies.



If bad guys are crowding you out, press X to inflate until you explode and destroy enemies. Unfortunately, you lose valuable pliability in the process.

Level 2: Dazzledaze Villas



False teeth allow you to absorb enemies

ordinarily too tough. Try them out on Goody Gunther.



game specs

GENRE	action
PLAYERS	1
LEVELS	6, w/ multiple stages
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	8



The Flying Hag is totally indestructible.



Palm trees are filled with goodies.



Punch G. Stars and Lester quickly before they pelt you with bullets.

Level 3: Technofear

Mr. Magic can reel you to the far side of the screen with his magic blasts.

These interstellar soda advertisements usually contain some cool power-ups. Hit this one to collect a trash can that enables you to absorb all three robots at once.

The Goody Gobbler is dangerous — not only to Super Putty, but also to the innocent

white rabbits found throughout the level. Absorb a bunny, then transform into an explosive blue rabbit.

The Loopy Lightbulbs are annoyingly deadly if you get too close. Absorb a shockcapillary, then transform into his likeness so you can diffuse the platform above, destroying the bulbs before they become a problem.

Hopalong Hog can be found at the bottom of each Technofear board. Punch him to begin with, then collect the false teeth so you can swallow him up.

"Super Putty's repetitive nature keeps it from being truly outstanding, but overall, it's a first-rate effort."
— Billy

RATINGS

GRAPHICS



- Characters are nicely animated; moves & expressions are straight from cartoonland.
- The backgrounds are generally ill-fused and repetitive.

SOUND FX



- Cartoonlike sound effects include cool digitizations of a truly meowing feline.
- Some characters have great sounds, while others are almost mute.

MUSIC



- Over all good soundtrack keeps things moving.
- The SNES is capable of a lot more.

BELLS & WHISTLES



- Plenty of different moves keep things interesting.
- But otherwise, it's a pretty basic game.

CONTROL



- All the controls work great, with good choice of button use.
- You must use the Down control for multiple moves, which can be confusing.

REPLAY VALUE



- Six levels, each with multiple stages, keep you busy.
- Repetition, plus lack of a good continue feature, may also leave you bored.

OVERALL

77%

Level 4: Oriental Rooms

Punch the Sensei instead of putting up with his burp bubbles. Act quickly before he puts up a forcefield to protect himself.

Clacks, the evil han 99, lays eggs that hatch into Sameo wrestlers.

Absorb the firework kyojs and transform to hit them with a dose of their own medicine.

Punch crates for a ton of pliability-enhancing rats. However, save them for when you need them!

NBA JAM

The only problem Doug Brumley had with this blisteringly hot arcade transfer was prying it away from the other members of the staff.



SNES info

PUBLISHER	Acclaim
DEVELOPER	Iguana
SUGG. RETAIL	\$74.95
RELEASE DATE	March

You've never seen a pick-up game like this — unless, of course, you've played the NBA Jam coin-op. The pace is hot, and the moves are even hotter as two representatives from each of the 27 NBA teams bring their skill — and attitude — to some of the fastest two-on-two basketball action in the world.

From backboard-busting dunks to last-second three pointers, NBA Jam has it all. And who needs all that five-on-five strategy? Since this game strips each team down to two of its best all-around players, it paves the way for furiously fast end-to-end action. But don't get the idea that this game's all finesse. With no ref and no out-of-bounds, you'd better take it up strong if you plan on scoring. Sky-scraping rejections and flagrant shoves make it rare for any shot to go uncontested.

The secret to the game's lightning quick speed and gravity-defying dunks is turbo power. Your turbo supply decreases as you use it, but it begins to regenerate the moment you let go.

So take on all challengers by yourself, or grab three friends and a four-player adaptor for the ultimate two-on-two matchup. You'll be talkin' trash before you know it.



Pit your favorite twosome against anything the other 26 teams have to offer.

A quick swing of the bowels clears out defenders who are guarding just a little too closely.



It might start a brawl on any other court, but this ruthless — but perfectly legal — shove brings a crashing end to any opponent's dreams of a little razzle-dazzle.

If the same player also fires consecutive, unanswered shots, he becomes "on fire." Almost anything he throws finds the bottom of the net until the opposing team scores.



Goal-tending is the only infraction you see called.

game specs

GENRE	sports
PLAYERS	up to 4 w/ Multi-Tap
LEVELS	not applicable
DIFFICULTY	adjustable
SAVE FEATURE	passwords
MEGS	16

Is this guy making a fashion statement? No — his brightly colored shoes indicate that he's using turbo, so be on the lookout for some explosive moves.

Stay inside your opponent's jersey with tight in-your-face defense. And when he pulls up for the jumper, go up with him and swat it into the next area code.

It's Showtime, Baby!!



You'll have to pick your bottom jaw off the floor after you witness NBA Jam's array of impressive dunks. Check out the vertical leap on these guys as they take it to the hoop.



Which team is king of the court? Put on your game face, throw the rulebook out the window, and get ready for the wildest two-on-two hoop cart you've ever seen.

"This sports cart has more action than most action games. And that's just above the rim!"
— Doug



RATINGS

GRAPHICS



- Fast, smooth graphics — including dunks — make it the ultimate.
- The characters don't really resemble their human counterparts.

SOUND FX



- Crowd & announcer reactions and realistic b-ball FX build the atmosphere.
- Some FX are weak — sneaker squeaks sound more like crickets chirping.

MUSIC



- It's decent music...
- ...but it really doesn't support the game's in-your-face attitude.

BELLS & WHISTLES



- The multi-player option makes this game!
- It lacks instant replay — an obvious omission.

CONTROL



- The player you're controlling handles well...
- ...however, you can't control some of your computer teammates' moves.

REPLAY VALUE



- Expect NBA Jam abuse treatment centers to open across the country.
- It loses a little luster without a crowd joining in.

OVERALL

91%

Welcome to the Next Level?

You've played *Sewer Shark*. You've leered at *Night Trap*. You've waited through long access times, iffy controls, and game-release delays. You've probably wondered what the big deal is about Sega CD.

Well, the second generation of games has arrived, and — while they're a mixed bag — the games in general are far and away superior to the first round. Designers are at last taking the CD hardware into consideration and are using the system's strengths to produce unique games guaranteed to spark interest in hungry players. Here's a look at six of the newest titles for what can honestly (finally!) be labeled a hot machine.

DOUBLE

Is this a *Night Trap* sequel or not? Should you care?
Jeff Lundrigan hands you the low-down.

Rated by V.R.C.

MA-13

Parental Discretion
Advised

Mature Audiences

SEGA CD Info

PUBLISHER	Sega of America
DEVELOPER	Digital Pictures
SUGG. RETAIL	\$69.95
RELEASE DATE	now available



Thanks to the miracle of digitized video, *Double Switch* stars Corey Haim — what a thrill.

The game features a few other "name" actors: Taylor Negron, Camille Cooper, Irwin Keys, and Debbie Harry.



game specs

GENRE	adventure
PLAYERS	1
LEVELS	2
DIFFICULTY	medium to hard
SAVE FEATURE	save after each act
MEGS	not applicable

Most of the other folks in the game are miscellaneous bad actors, like the members of the mysterious Society of the Scroll and Key — or "Da Sowerel and Kee," as their leader pronounces it.



Digital Pictures scored a couple of early Sega CD hits with *Sewer Shark* and *Night Trap*. The digitized video and sound were a neat feature of both titles, but let's face it — as games, they just didn't have much going for them.

At first, it looked like *Double Switch*, a sort of unofficial sequel to *Night Trap*, was more of the same. The interface is the worst, and it takes a few hours just to get used to moving around. The acting is still terrible, although you may recognize a few of the cast: Corey Haim and Debbie Harry are the "name" stars, and actor/comedian Taylor Negron shows up for about a minute. I also picked out Camille Cooper (*Meet the Applegate*) and Irwin Keys, a character actor who's been in a thousand movies or so.

One of my biggest complaints about *Night Trap* was that you never got to watch the story — you were always having to spring a trap somewhere while the interesting stuff was going on in another room. But in *Double Switch*, although there are a number of places where you must trap someone to keep the story rolling, the game isn't really about catching goons.

In fact, a lot of the trap sequences are red herrings, designed to pull you away from important scenes at just the right moment so you get the wrong idea about what's happening. Without giving anything away, let's just say that *Double Switch* lives up to its name — it turns out there's more to the mystery than first appears.

Digital Pictures hired Mary Lambert, who directed the two *Pet Sematary* movies and a bunch of Madonna videos, to direct *Double Switch*. She's about as good a director as Corey Haim is an actor, but she keeps things moving along, and the live-action scenes have more style and flair than any CD game we've seen.

Double Switch isn't for everyone. If you don't have the patience to work through the same sequences a hundred times, it will drive you crazy. On the other hand, it holds up pretty well as an interactive mystery — at least until you solve it.

SWITCH



"In spite of its worthless interface, Double Switch shows there's some life to the 'interactive movie' idea after all ... but just barely."
— Jeff



RATINGS

GRAPHICS



- The digitized video keeps looking better with each new game.
- But it still looks like you're watching it through a dirty screen door.

SOUND FX



- The live-action sounds are great.
- The game sounds, however, are annoying.

MUSIC



- The music usually fits the action, with tunes by Thomas Delaty (1).
- There's really a lot of it, and it gets repetitive in a hurry.

BELLS & WHISTLES



- The plot takes some unexpected twists and turns — cool!
- Why only one disk worth of stuff?

CONTROL



- At least it has an interface.
- Hit the button three times to spring a trap? Wait, I meant to switch rooms — *annoying!*

REPLAY VALUE



- The mystery is fun, and you always think you could trap one more guy this time.
- It's got replay all right — as in re-play, over and over and over until you get it.

OVERALL

71%

Digital Pictures keeps insisting that *Double Switch* isn't a *Night Trap* sequel, but there are traps all over the place, so you make the call.



Unlike *Night Trap* however, the traps become important in only a few of the scenes, such as here when you save Brutus from Luigi and his gang.

Get Brutus out of his jam, and he cleans up the traps while shouting *Double Switch*'s most memorable line, "You tell Luigi and Mario their days are numbered!"



One of the interface's big drawbacks is that, unlike *Night Trap*, you can't move around the building when you pause the game.



Keep a close eye on the Hangman (or the "Hangman," as Corey calls him at least twice). He knows more than he lets on, and it's part of the game's big plot twist.



However, the map that comes up when you pause the action does show the location of hidden traps — this is vital later in the game.

PRIZE FIGHTER

Doug Brumley discovers that *Prize Fighter* is no knockout, but its digitized footage allows it to hold its own in a crowded and competitive ring.

It seems like there's a

new heavyweight champ every time you turn around — and each one gets a signature boxing game. While some of those simulations have been entertaining, none has captured the sights, sounds, and atmosphere of the sport.

Now a new challenger enters the crowded ring to take on all comers. *Prize Fighter* for Sega CD is comprised entirely of video footage shot from a first-person perspective, allowing you to experience what it's like to walk in a boxer's boots — fortunately, without the smell of the gym or the bruised face.

While *Prize Fighter*'s focus is on the action inside the ropes, the overall atmosphere is greatly enhanced by movie-style intros that take you from the dressing room to the ring before each contest. Reporters, fans, trainers — even a bookie — are among the colorful characters you encounter along the way. There's also a cinema screen after each bout which changes to fit the outcome.

By the time the intro's over, you're ready to fight for the title. Only four boxers stand between you and the world heavyweight championship, but the task isn't quite as easy as it sounds. You must pick the spots on your opponent to land jabs, crosses, and uppercuts, and naturally, he's

SEGA CD Info

PUBLISHER	Sega of America
DEVELOPER	Digital Pictures
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

not going to stand still. You win more power points with each victory, which you allocate as you see fit to your stamina and right or left arms.

Prize Fighter's biggest problem is its lack of fighters, which forces you continually to pummel the same fighter over and over until you gain enough power to hold your own against the next guy on the road to the championship belt.



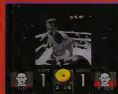
In This Corner... Because it has only four fighters, *Prize Fighter* just can't go the distance in terms of replay value. After only a few fights with each boxer, you've seen almost all of the filmed sequences.



The weakest boxer of the four, Honeyboy talks a good fight but goes down easy once you've gained some experience.



The perfect gentleman before the bell rings, Nuke the Duke forgets all manners once the action starts.



This isn't Jurassic Park, but this T. Rex still strikes fear in opponents with his size and strength. He's also got the attitude to back it up.



Mega Joe isn't much more challenge, but you must beat him a few times before you gain the power points needed to stand up to T. Rex.



If you're having trouble hanging with the big boys, turn on the training mode to learn where to place your punches during the



You receive power points after each victory to allocate to your stamina or to each arm.

game specs

GENRE	sports
PLAYERS	1
LEVELS	4 challengers
DIFFICULTY	medium
SAVE FEATURE	battery backup
MESS	not applicable

Put up Your Dukes!

Come out swingin' when the bell rings unless you want to wake up staring at the ceiling. Punches are easy to throw, but landing them is a different story.



The jab isn't very powerful, but it keeps your opponent at a distance.

One a right or left cross when ever you see as opening. These are the punches that do real damage.



Uppercuts are the hardest punches to land, but they certainly get a foe's attention—and they do a lot of damage.



Blocking doesn't accomplish much except allowing you to catch your breath, rest your thumb, and prolong the inevitable.



When you land a punch, the view immediately switches to a close-up of its damage. This angle change can prevent you from pulling off quick combos.



Once you fill up your opponent's damage meter, connect with another shot and send him to the canvas.



When you first meet this bookie, he tries to corner you into throwing a fight. Later, he changes his tune and banks on you instead.



Kudos to the game producers for casting Michael "Let's Get Ready to Rummble!" Butler—the most popular voice in boxing—as the ring announcer.

Take too many hits and taste the mat—that is, if your opponent doesn't send the taste buds flying right off your tongue!



"Until you defeat it, Prize Fighter is a fun and unique boxing simulation. But it eventually becomes a mini-motion picture with a really steep admission price."

—Doug



RATINGS

GRAPHICS



- Digitized video makes it a good, nice looking — albeit B/W — mini-movie.
- Once the bell rings, your view moves from letterbox to a small square.

SOUND FX



- Atmospheric sounds range from grunts to a heckler's remarks.
- But they, too, get repetitive after playing for a while.

MUSIC



- The music does a nice job of setting the tone...
- ...but it's only used during the walk to the ring and post-fight comments.

BELLS & WHISTLES



- Features include fight statistics, a training mode, & a save-game option.
- But those are about the only extras this game has to offer.

CONTROL



- The controls are easy to use, with a button for each arm and the third to block.
- Often punches you're sure should land don't.

REPLAY VALUE



- It's fun to go back and maul the fighters who gave you trouble at first.
- With only four fighters and limited video, the game gets repetitive very quickly.

OVERALL

67%

The only thing Jeff Lundrigan likes better than digitized video is a good game — and in the darkness, there was a great wailing and gnashing of teeth.

SEGA CD Info

PUBLISHER	Sony Imagesoft
DEVELOPER	Digital Pictures
SUGG. RETAIL	\$59.95
RELEASE DATE	now available

With Double Switch, Digital Pictures builds a basically good game around its "interactive movie" concept — the company still has a ways to go, but it's headed in the right direction. *Ground Zero, Texas*, however, is a decisive leap backward.

The trouble is that in spite of all the digitized video — costing a reported \$3 million to film — the game is just a glorified shooting gallery, with enemies popping up from behind hay bales and such. It's fun for a while, but you've seen it all before, and once you've shot your hundredth alien, you want something else to happen.

There are occasional cinema sequences in which one of the characters suddenly pulls a ray gun. This is your cue that he (or she) is a disguised alien, and you must shoot before you're injured. Stay on your toes — most of the scenes have been filmed so that two or three different people can turn out to be the bad guy.

If more of the game had this feeling of spontaneity, *Ground Zero, Texas* might have been worthwhile. But there is only one ounce of "guess the alien" for each ton of shooting. As the aliens begin to launch an all-out attack, the shooting gallery takes over completely, and things get really tedious. Even worse, groups of aliens attack in different locations at the same time, and what kind of fun is that? *Ground Zero* isn't even Menacer compatible — you can aim only with the control pad. If you're looking for a shooter, *Lethal Enforcers* is a better bet.



In spite of its digitized video, 80 percent of *Ground Zero, Texas* is just a glorified shooting gallery.



The other 10 percent is more interesting, with story sequences in which you must quickly kill disguised aliens.



When you kill some aliens, you get all their code numbers. But this creates a problem — here, you're being attacked at two other locations, but since you must watch this scene to get the

codes, there's nothing you can do about the other attacks.



Then the aliens shed their human skins and launch an all-out attack. After that, the game becomes an endurance test — one long shootout after another.

game specs

GENRE	shooter
PLAYERS	1
LEVELS	4
DIFFICULTY	medium to hard
SAVE FEATURE	save after each act
WEGS	not applicable

"Three million bucks worth of digitized video doesn't impress me: I want a good game, too! Even if you like shooters, *Ground Zero Texas* just doesn't deliver." — Jeff



RATINGS

GRAPHICS



The video looks good — very good.

It's still pixel city.

SOUND FX



The sound FX are fine, but...

...they're repeated over and over.

MUSIC



It's got some.

It doesn't have much.

BELLS & WHISTLES



A lot of woe is packed around the shooting sequences.

There's nothing to do except shoot stuff!

CONTROL



The crosshairs "seek" targets if you move them carefully.

A shooting gallery that's not light-gun compatible? Get real!

REPLAY VALUE



You always think you could have shot just a couple of additional aliens.

Why would you want to play this again?

OVERALL

47%

LUNAR

THE SILVER STAR

When the first Sega CD role-playing game finally arrived, Jeff Lundrigan jumped right into it and had an altogether enjoyable time.

SEGA CD Info

PUBLISHER	Working Designs
DEVELOPER	Working Designs
SUGG. RETAIL	\$59.99
RELEASE DATE	now available



The game begins with our hero Alex and his friend, Luna. When the two sit down to sing, the game really gets going!



Naturally, you're constantly meeting people as you explore. This is Larke, a mysterious figure who, for no particular reason, dresses like a Scotsman.

Lunar is one of those games that makes you fight every two seconds. Unfortunately, its weakest element is its combat system.



Characters are always doing dumb things that are both funny and frustrating. Early on, Pamela forgets an important item, making you lunge all the way back home.

game specs

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	save any time
MEGS	not applicable

Although the huge storage capacity of CDs would seem to make them a natural for role-playing games, *Lunar* is the first traditional RPG for Sega CD. It has a lot going for it — it's fairly big, the graphics are nicely detailed, and some of the characters actually talk. But what really sets *Lunar* apart is that it's the goofiest game I've played all year, although whether this was the designers' intent or not is unclear. Still, from the moment Luna and Alex set down for singing practice, I started laughing and couldn't stop.

In the course of the game, your band of adventurers — people join and leave as they please — has encounters that include an inventor who lives alone in a tower because of his rotten body odor; a wizard who cares as much about foot hygiene as magic, and in the game's crowning moment, a village populated entirely by inbred hicks ("We're jus' one big happy family 'round hee-yun!").

These are just a few highlights. Strange things happen all the time, and the fact that some characters actually speak their ridiculous lines just adds to fun. But listen — even if your sense of humor doesn't run this way, there's a lot in *Lunar* to like. It's a solid RPG, and well worth your time.



The dragon in the first dungeon tells you of your destiny, then gives some insight to the origin of diamonds — a good indication of the game's humor level.



"Lunar may be the first 'guilty pleasure' RPG: Its game play is good, but its goofy humor gives it that special something."
— Jeff



RATINGS

GRAPHICS



- Everything's detailed and colorful, with lots of nice animated breaks.
- The characters are small, and it looks like every other RPG.

SOUND FX



- The voices and other effects are clear and fit the action pretty well.
- Some of the voices display questionable talent.

MUSIC



- The music fills the background...
- ...but it doesn't make an impression — bad for a game that's about a singer.

BELLS & WHISTLES



- The game's got a warped sense of humor.
- The game's got a warped sense of humor.

CONTROL



- Menus and choices are clearly laid out.
- The combat system is dull.

REPLAY VALUE



- It takes a while to get through it.
- You probably won't play it more than once.

OVERALL

75%

RAGE CAGE™

Wrestling games have come a long way, so Chris Slate was eager to see how his favorite WWF players had evolved on CD. Well, maybe "evolved" isn't quite the right word....

SEGA CD Info

PUBLISHER	Arena
DEVELOPER	Sculptured Software
SUGG. RETAIL	\$49.95
RELEASE DATE	now available



Remember Pro Wrestling for NES? It's more than five years old, and it still has more special moves per character than *Rage in the Cage*. What was that about "CD evolution"?

In the Cage Match feature, you simply have to climb out of the cage — but you've gotta get through your opponent to do it.

Without a ref in the ring, these guys try to get away with everything.

Although you don't use the space outside the ring in the Cage Match, you get plenty of opportunities in other modes. There's no chair with which to hit people (sigh), but there is a nice steel security rail to knock them up against.

Arena's parent company Acclaim has made quite a living off its line of WWF games, giving wrestling fans quality products at the same time. The Super NES and Genesis versions of *Royal Rumble* easily topped earlier efforts, adding special moves and new ways to play. However, there was still room for improvement, and if there's one thing that CDs have over cartridge-based games, it's plenty of memory for extras.

It was disappointing, then, to find that aside from a few small, grainy spots of video window-dressing, the Sega CD WWF doesn't have much over the earlier games. It does boast an impressive lineup of 20 characters, but that's easy to do when each one has the exact same moves with the exception of one special attack. Speed, strength, stamina, and other attributes are the same for all the wrestlers, too.

And another thing: What happened to all the different playing modes found in other WWF titles? There's no Royal Rumble, no Triple-Tag matches ... there's not even an option to play a Tag-Team bout! The play modes you do have — One-Fall, Brawl, Cage Match, and Tournament — are OK, but they wear out quickly. None allows you to team up with a friend, or even compete against each other in anything more than a single-exhibition match.

Hopefully, future wrestling games will add more flavor — guys get hit with foreign objects, people get jumped back-stage, losers get carried out on stretchers, wrestlers jump into the ring to help their friends, and fighters talk about special grudge matches. So why isn't it in the game?

Since your opponent tries to stop you from leaving the cage, beat him up until he takes a nap on the mat.

game specs

GENRE	action/sports
PLAYERS	1, or 2 competitive
LEVELS	not applicable
DIFFICULTY	medium
SAVE FEATURE	none
MESS	not applicable

"*Rage in the Cage* is basically the same great game Acclaim's been tweaking for years, but it should have had a lot more than the typical CD upgrades."

— Chris



RATINGS

GRAPHICS



- Details such as the rippide commentators and the ref are cool.
- The crowd isn't part of the match as in "real" pro wrestling.

SOUND FX



- The pre-game bunts are neat, even if the presentation is a little stale.
- It sounds close to wrestling, without the "knocked his guts out" noises.

MUSIC



- Includes decent renditions of each character's personal fight song.
- Doesn't make use of the CD — most of the tunes could be done on a cart.

BELLS & WHISTLES



- 20 characters — wow!
- Giannos & voices are a poor replacement for missing play modes.

CONTROL



- Supports the Six-Button Arcade Pad, making moves easier to pull off.
- Most moves are massive button-mashers. Get ready for a sore wrist!

REPLAY VALUE



- It has its problems, but it's still one of the best wrestling games on the market.
- If you've worn out your old WWF games, nothing here will hold your interest.

OVERALL

85%

The World Wrestling Federation and its logo are registered trademarks of World Wrestling Federation, Inc. © 1993 World Wrestling Federation, Inc. All rights reserved.

DUNE

Billy Moon found this game basically as dry and desolate as the planet Dune itself.

The planet Arrakis — better known as Dune — is a desolate wasteland. But it's also the universe's only known source of Spice Melange, which can enhance your mental abilities and life span. In a gaseous state, it can also be used to "fold" space and warp anywhere in the universe. Padishah Emperor Shaddam IV controls the flow of the spice, and when trouble arises from the evil Harkonnens, he sends the Atreides clan to Dune to keep the peace. As Paul Atreides, you must bring the local Fremen tribes together both to increase spice production and to battle the Harkonnens.

The designers at Virgin Interactive went out of their way to create an interactive movie — Dune has digitized graphics, spoken dialogue, and a full soundtrack. Unfortunately, you often feel that you're watching a movie instead of playing a game. The action ends up being too linear, and probably fairly boring for most gamers as well.

SEGA CD Info

PUBLISHER Virgin Interactive

DEVELOPER Cryo

SUGG. RETAIL \$62.99

RELEASE DATE February



The abandoned palace is your base of operations. Keep tabs on the stock, go there to visit your father and maybe get new orders.

Visit Gurnahk for updates on the miners and their shipments. Follow-up advice he gives of increasing production.



Travel the desert with your Ornithopter. Set the coordinates, then sit back and enjoy the scenery.



When you've found Stilgar, send the Fremen to fight in the Western Wield. Bring over Gurney Habbak to assist in their warfare training.



There are natives in Fremen who will help you meet the emperor's spice requirements — capture them alive and put them to work.



You neither add nor lose psychic abilities to find "mysterious" powers in the palace. The combinatorics moves is particularly important.

game specs

GENRE	action/adventure
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	easy
SAVE FEATURE	2 save slots
MEGS	not applicable

"Dune makes great strides in taking Sega CD into the 'multimedia revolution,' but the heart of this audiovisual extravaganza is a straightforward, overly linear adventure that just isn't fun." — Billy



RATINGS

GRAPHICS



- ✓ The digitized intro is cool, and characters and scenery are well done.
- ✗ There's an annoyingly small color palette, particularly on map screens.

SOUND FX



- ✓ The dialogue is all actually spoken — in your choice of languages.
- ✗ But it's lacking in other sound effects.

MUSIC



- ✓ The music enhances the experience without making itself obvious.
- ✗ The tunes themselves aren't overly exciting; they're just used well.

BELLS & WHISTLES



- ✓ Gotta like digitized graphics, voices, and situation-appropriate music.
- ✗ There's nothing new in actual game play.

CONTROL



- ✓ Controls are simple, much like a mouse-based PC game.
- ✗ The extended use of map screen is aggravating.

REPLAY VALUE



- ✓ A fairly long game that takes a while to complete.
- ✗ It's also somewhat boring, and there's no reason to play it after you've won.

OVERALL

65%



Soccer great Pele is making a comeback after hanging up his cleats more than a decade ago. No, he's not taking the field anytime soon, but his soccer sensation, announced last June, is finally close to completion. With 40 international teams and an incredibly tight three-quarter oval-shaped field, Pele could make a run at EA's FIFA International Soccer for the football crown.

KONAMI BASKETBALL CART IN THE WORKS

Word around the court is that Konami is developing a Genesis basketball title. Supposedly the game's not officially licensed by the NBA or Player's Association, so developers will focus on game play. Their goal is a fast, controllable game that plays like a coin-op sim. Watch for more details soon.

SCORE CARD

GP sports

Game Players

Doug Brumley, Editor

NFL '94: Not Your Average Joe's Game

GENESIS

PUBLISHER	Sega of America
DEVELOPER	Sega of America
PRICE	\$59.99
DATE	now available

Few people would argue that Joe Montana is one of the best, if not the best, quarterback in the NFL — and he's got the stats and Super Bowl rings to prove it. But did you know that Joe also leads the league with four (3 carts and one CD game) football simulations? His knees may be giving out, but the games just keep getting better. His latest Sega game, the first under the Sega Sports label, is by far the best yet.

NFL Football '94 Starring Joe Montana uses the SportsTalk play-by-play feature that was introduced in Joe Montana II. Occasionally the announcer lags behind the action

— especially on running plays — but for the most part, the commentary is a welcome feature and makes the Joe Montana titles unique among football sims.

Aside from the SportsTalk, however, few elements of the earlier games found their way into the latest model — and that's great news for players. This game's graphics are much crisper and more detailed than before, and you can now view the action from six different angles. In addition, after the ball's snapped, the camera zooms in on the ball carrier for an up-close and personal view. This feature gives you the big picture, but it doesn't sacrifice player size by staying out of the action.

NFL Football '94 offers the standard one-player, two-player competitive, or two-player cooperative modes as well as Exhibition and League play. In the latter, you test your team over an entire season — based on 1991, 1992, or 1993's actual schedule — with a battery back-up saving the stats and standings week after week. If you hold your own against the tough competition, you're destined for the playoffs, or maybe even the Super Bowl.

Game play moves smoothly — and a neat "speed-burst" feature has been added for both offense and defense. However, control isn't without its problems. For example, receivers can't pivot in one spot. Instead, they turn around

in a little semi-circle, almost as if they're running around an invisible pole. This makes passing especially difficult. And it's fortunate that you can customize the skill level because it's tough to defeat the computer's solid defense, even on the normal setting.

NFL and NFLPA licenses provide the icing on an already tasty

cake, filling the game with all 28 NFL teams and over 800 players' names and attributes. So don't let that money burn a hole in your pocket — scramble out and pick up this one.



Your defensive sets are still limited, but dozens of plays have been added to the offensive playbook. You have so many options, in fact, that it's difficult getting out of the huddle in the allotted 40 seconds.



Watch the game from six different angles — plus a zoom-in that follows the action. There's even a blimp view!

RATINGS

GRAPHICS
★★★★★

SOUND FX
★★★★★

MUSIC
★★★★★

STILLS & WHISTLES
★★★★★

CONTROLS
★★★★★

REPLAY VALUE
★★★★★

OVERALL
93%

Champions World Class Soccer

SNES

PUBLISHER	Accolade
DEVELOPER	Park Place
PRICE	\$59.95
DATE	March

It seems like there are as many 16-bit soccer sims entering the marketplace as there are teams vying for the upcoming World Cup competition. Accolade's *Champions World Class Soccer* is the latest to enter the fray, and while it's not the best in the field, it's a solid adversary.



Select your team's formation before each half. Unfortunately, you have only four choices.

All of soccer's sights and sounds are well represented, from the roars and chants of the crowd to the grunt of a player as he's hauled down from behind. The

players look and react very realistically, and a three-quarter overhead view of the field lets you closely follow the action. The screen shows enough of the field so you can see what's happening in your immediate vicinity, but not so much that the players are reduced to microscopic size. You can also check out what's going on outside your field of vision with a radar at the top of the screen.

Smooth and easy controls make game play enjoyable. The only downside is a slight delay between your pressing a button and the required action taking place on-screen. Often a defender can step in and win the ball within this less-than-a-second delay. Another plus comes from an unlikely place — the referee. He's not as whistle-happy here as in most other soccer sims. Sure, an occasional yellow card or penalty shot is handed out, but for the most part, the game is free of interruptions.

The biggest flaw in *Champions* is its lack of bells and whistles.



Pull down your opponent with a well-timed slide tackle from behind. You hardly ever get a foul, and the player animations look really neat, too.

Besides a replay feature, four language options, and the ability to toggle things such as penalties and game length, the game offers little else. One player can participate in an exhibition or tourna-



Pass often to get the ball upfield. This also keeps your defenders from getting caught out of position if the other team takes control.

ment, while two players can only compete against each other in exhibition mode. And while there are 32 teams from which to choose, you can't substitute players or alter the teams in any way.

But as a whole, the lack of options in *Champions World Class Soccer* doesn't send it to the bot-



An announcer calls the action and, with what may be the game's most unique feature, takes another look the best play of each half.

RATINGS

GRAPHICS	★★★★★
SOUND FX	★★★★★
MUSIC	★★★★★
REFS & WHISTLES	★★★★★
CONTROL	★★★★★
PLAY VALUE	★★★★★

OVERALL
84%

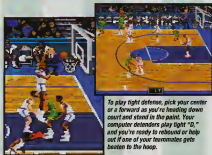
tom of the rankings. The realistic graphics and sound effects, combined with smooth control and accurate game play, put *Champions* among the soccer elite.

NBA Showdown

SNES

PUBLISHER	Electronic Arts
DEVELOPER	Electronic Arts
PRICE	\$59.95
DATE	now available

Have you ever dreamed of managing a team comprised of Michael Jordan, Charles Barkley, Shaquille O'Neal, Dominique Wilkins, and Clyde Drexler — without even worrying about a salary cap? Well, your dreams have come true, thanks to the guys at the EA Sports factory. *NBA Showdown* has all



To play tight defense, pick your center or a forward as you're heading down court and stand in the paint. Your computer defenders play tight "D," and you're ready to rebound or help out if one of your teammates gets beaten to the hoop.

Field of Dreams?

Digital Pictures, the developer of *Prize Fighter* and *Double Switch* for Sega CD, is working on an interactive baseball movie.

the features you could want in a game, including the option to trade starters and create a customized team.

NBA Showdown is basically the same game as the earlier EA Sports basketball games: Each team has a 12-man (updated!) roster and each computer player resembles — however slightly — his real-life counterpart. Instant

POINTS PER GAME			
1	JORDAN	CHI	33.7
2	KEVIN	DET	32.2
3	SCOTT	DET	32.2
4	OLY JUMON	DET	31.3
5	MULLIN	GSW	31.1
6	ROBINSON	CHI	30.8
7	MANNING	LAC	30.4
8	ELAND	NY	30.3
9	THURMOND	DET	30.3
10	PERKINS	NY	30.3
11	JOHNSON	CHI	30.3
12	JOHNSON	CHI	30.3
13	JOHNSON	CHI	30.3
14	JOHNSON	CHI	30.3

Check out your rank compared to the league leaders during seasonal play.

replay, a ton of stats, and injuries are all part of the mix that makes this the best basketball title to date. You can take on the computer or grab a friend for a pre-season match-up, an 82-game season, or the playoffs. And don't

worry — a battery back-up saves all trades, stats, and standings for playoffs and seasons.

Play control is the only area in which NBA Showdown lets you down. It's very rare to steal the ball on defense because the computer plays better than a human ever

could. So the best way to stop the other team — especially in a two-player vs. game — is by not guarding the man with the ball. When you've got the ball, be wary of the offensive foul. If you push against a defender for too long, or are simply trapped between two

opponents and try to get free, you get the whistle.

Fortunately, the small control problems don't take too much toll on your enjoyment of Showdown, nor do they differ significantly from the earlier EA Sports

releases. The game's seasonal play feature, updated rosters, and trade-player option make this game a must-buy for basketball fans.

MINNESOTA			
Player	Pos	HT	WGT
Player	Pos	HT	WGT
Player	Pos	HT	WGT
Player	Pos	HT	WGT
DETROIT			
Player	Pos	HT	WGT
Player	Pos	HT	WGT
Player	Pos	HT	WGT
Player	Pos	HT	WGT

Trade to create the ultimate team. You can even trade Felton Spencer straight up for Shaquille O'Neal! Sometimes art doesn't imitate life.

RATINGS	
GRAPHICS	★★★★★
SOUND FX	★★★★★
MUSIC	★★★★★
BELLS & WHISTLES	★★★★★
CONTROL	★★★★★
REPLAY VALUE	★★★★★
OVERALL	87%

NHL Stanley Cup

SNES	
PUBLISHER	Nintendo of America
DEVELOPER	Scythian Software
PRICE	\$29.95
DATE	now available

You know, despite the number of excellent hockey sims, no game yet has really captured the feeling of skating in on a breakaway — just you and the goalie. Still, NHL Stanley Cup, with its behind-the-puck-carrier view, comes about as close as anyone.

Unfortunately, the feature that makes this view possible — that famous Mode 7 rotation — is the same thing that ultimately causes the game's downfall. Everything's



On a breakaway, blast a shot toward a corner of the net and hope you catch the goalie napping.



A knee-change option adds the increased challenge of keeping fresh players on the ice, but with so many breaks in the action, not much strategy is required.

fine as long as you're carrying the puck because the view represents your field of vision. But when your opponent has the puck, or it's loose (and this is the case in at least half the game), you're playing from a totally strange perspective ... at about a zillion miles per hour.

Good details — such as extremely realistic player and goalie movements and ice that wears down as the period goes on — are lost simply because you don't have time to appreciate them. Granted, hockey is the fastest sport on the planet. But the Stanley Cup action is so fast that you often miss checks and skate right past loose pucks as the screen rotates. Whew! I feel

queasy. And when you do connect with a check, it's usually whistled for a penalty — that goes for the computer's checks, too. The game is constantly interrupted by penalty calls, unless you turn off the penalties and play a brutal anything-goes-but-blood-or-fighting match.

Some sports lend themselves to Mode 7 better than others, and hockey's not one of them. This perspective makes this game unique compared to games such as NHL '94, but it also adversely affects game play. Next to its top



The hits are impressive, but the majority of them result in a two-minute trip to the penalty box.



All 26 NHL teams and their new divisions are included, but since there's no Players' Association license, all you get are player's numbers.

competitors, NHL Stanley Cup's rough-around-the-edges quality and lack of an NHLPA license sends it back down to the minor leagues.

RATINGS	
GRAPHICS	★★★★★
SOUND FX	★★★★★
MUSIC	★★★★★
BELLS & WHISTLES	★★★★★
CONTROL	★★★★★
REPLAY VALUE	★★★★★
OVERALL	62%

Greatest Heavyweights

GENESIS

PUBLISHER	Sega of America
DEVELOPER	Sega of America
PRICE	\$59.95
DATE	now available



Look familiar? The names may be different, but this Career mode—creating a boxer, training him, and climbing the ladder toward the title—is exactly the same as in scores of other sims.

Greatest Heavyweights has already been done to death. The game's bright spot is its compatibility with the Activator and Sega's six-button controller.

If you're a die-hard boxing fan, you might consider saving up your pay-per-view dollars and putting it toward Greatest Heavyweights. But don't be surprised if you find that even harnessing the power and pride of these eight fighters into one cart doesn't help make it different enough for the average sports fan.

A rapid high-low attack keeps your foe on the ropes.



RATINGS

GRAPHICS

★★★★★

SOUND FX

★★★★★

MUSIC

★★★★★

STORY & WONDERFUL

★★★★★

CONTROL

★★★★★

REPLAY VALUE

★★★★★

OVERALL

★★★★★

56%

Two from the Quarterback Club

Kelly and Moon Talk to GP

Jim Kelly and Warren Moon, of the Buffalo Bills and Houston Oilers, respectively, are members of an exclusive organization. We're not talking about slits or accomplishments — although both men have a lion's share of kudos. They're members of the NFL Quarterback Club, a separate licensing entity from the NFL Players' Association. Some of the best and brightest football field generals belong, and as they say, membership has its privileges. The group is also the focus of Accolade's line of football sims, *NFL Quarterback Club*.

Game Players threw some questions their way to see if Kelly and Moon could catch 'em as well as they could chuck 'em.

GP: You've both had success in the NFL. Who on your teams have contributed most to your success? In other words, which players help you look good on Sundays?

Kelly: My saying will always be "football is a team sport." You're only as good as the people around you, and I have an excellent supporting cast.

GP: What are the benefits of being part of the Quarterback Club, as compared with just being a part of the NFL Players Association?

Moon: It's a chance to be part of a group of guys that I have a lot in common with. We can be involved in group licensing deals, promotions, and commercials — and we can share business ideas. We also can support each other's charity projects.

GP: When you were playing quarterback in high school or college, were there any pre-quarterbacks that you idolized or modeled your game after?

Kelly: Terry Bradshaw and Joe Namath. Bradshaw because he played for my favorite team, the Pittsburgh Steelers, and he was such a tough, strong-armed quarterback. Namath because he was just as cool off the field as he was on.

GP: If you could take one trait from any of today's NFL quarterbacks and add it to your own, what would you take and from whom?

Moon: I'd take the running ability of Randall Cunningham. If you add that to my passing ability, you'd have one dangerous quarterback.

GP: One more question. If you could add one thing to your team or organization (i.e., a more experienced offensive line, a super running back, a new owner, grass instead of astro turf, a domed stadium, and so on), what would it be?

Moon: A management concerned with players' needs and problems. That doesn't always mean more money. Little things could help make training camp, practice, and travel a lot smoother for players.

Sega Steps Up to the Plate



World Series Baseball for Genesis (pictured) and Game Gear is on its way from Sega Sports. Also heading to Game Gear is NFL Football Starring Joe Montana.



Silphspeed

How do you beat level 12? I've tried everything I can think of — even the invincibility code in your December issue. The laser coming from the center gun of the ship covers the entire screen! Please help!

Pat
Falls Church, VA

If you're getting blasted by the laser, you're taking too long! The trick is to destroy the enemy before he shoots. Our own Doug Brumley beat the mother ship using Photon Torpedoes (which seek out enemies) for his option weapon, a Forward Beam on each side as his main weapon, and shooting as fast as he could (he had auto-fire turbo on the A and B buttons of his controller). Good luck.



Line up with the laser and destroy it fast — before it can fire.



KABOOM!

Pink Yogurt?

Those *Link's Awakening* questions keep piling up, which isn't a real surprise, since I still get letters about *The Legend of Zelda*. A lot of folks seem to have particular trouble with the Level 2 dungeon in *Link's Awakening*, but maybe this nigh-complete map will help.

I'm also finally getting around to solving two lingering RPG mysteries: What's the pink item in *Final Fantasy II*'s items list, and how do you get Yogurt to join your team in *Shining Force*. *Marie's Final Fantasy II* letter was a special issue in itself — he included a comprehensive list of every item you could get from defeated monsters, exactly what groups of monsters you had to defeat, and even the odds on whether or not they'd drop them! Maybe we can print the rest in a slower month. In any case, many thanks.

Keep those questions and tips coming — I need this job!

— Jeff

Mutant League Football

Here's some strategy: Make sure your reserves are on and the game is in Annihilation mode. When you're on defense, move the creature you control next to the other team's quarterback on the other side of the scrimmage line.

Light both burners to scare off the ghosts and grab the Power Bracelet.

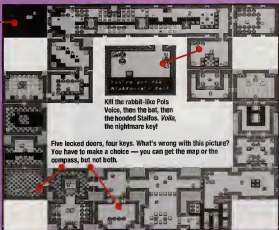


The Legend of Zelda: Link's Awakening

I'm stuck in *Zelda* for Game Boy. I can't find the nightmare key in the second dungeon. I need you to answer this really bad.

Paul
Atlanta, GA

To find the nightmare key, first uncover the L-1 Power Bracelet. This isn't a walk in the park — there are more locked doors than keys in the first dungeon. Choose wrong, and you're stuck!





Set the Reserves to On and the Death Index to "Annihilation."



STUMBLE

KILLED BY
NELSON

Get close to the quarterback before the snap, then cream him when offsides is called — watch him die!



Kill every quarterback they've got, and you win!

When the ball is hiked, the referee calls offsides, but you have a few seconds to move your guy before the two teams get back into a huddle.

In those seconds, tackle the quarterback as many times as you can — he dies after a few tackles. Each team has five or six quarterbacks in reserve, but after you kill them, the opposing team forfeits because it has too few players left alive. You don't even have to worry about the five-yard penalty for offsides because when you get down to your own five-yard line, the penalty decreases and you never cross the goal line!

George
Chesterfield, MO

You're a sick puppy, George. Keep it up.

Super Empire Strikes Back

At the second pit on Hoth in level 2, slide down and look — there's lots of secret things: two blaster power-ups, three one-ups, and five health swords!

Clinton
Sellersburg, IN

Although every other word in Clinton's letter was written in a strange, wavy script we found disturbing, this is still a nifty trick that ought to make defeating those Imperial troopers a little easier.

After hopping on the Tauntaun, head for the pit immediately after the first crumbling stone bridge — look for the big heart trapped by rock. This is a one-way trip, though. Once you're in, you can't get out! But since there are two one-ups down there, this shouldn't put you off.



There's a series of invisible platforms along the left side of the pit — drop in and hold left until you land on one, then edge left until the items appear.

Sonic Spinball

How do you get the Chaos Emerald out once you've drained the first toxic vat?

Vijay
Potomac, MD



Finally, hop in the barrel and paddle over to the emerald!

There's a barrel floating in the toxic crud on the playfield above and to the left of the vat, just below the flippers. Hop in and paddle to the vat. By the way, once you've grabbed the emerald, make sure you leave the barrel where it was — it can save your life if you miss a flip!



This is, like, maybe a quarter of the whole pinball thing.

Smash the worms to pop the cork and drain the vat.

Shoot the tube to get to the upper playfield.

Shining Force

I can't get Yogurt to join my party, even though you listed him in your strategy guide. I've seen him next to Gong's cabin and in Alterone Castle, but he won't join me.

I was also wondering if you know these promoted class abbreviations: GRDR (Bleu), SBRN (Guntz), SKYL (Kokichi), SKNT (Lyle), and WFBN (Zylo). I've been trying to figure out what they stand for.

Lastly, I have a tip that allows you to get all your knights and archers up to a high level. Kill everything but Balbazak in battle 14, then have all your range attackers open fire on him. Since he recovers 15 hit points per round and never moves, if you're careful, you can do this for as long as you want, building up experience the whole time.

Brian
Dwatonna, MN



This is how most people encounter Yogurt, but he won't join your party until Chapter 4.

Including a tip isn't as good a bribe as cold, hard cash, but it does get my attention. Anyway, Yogurt is a mystery that won't go away. You meet him a couple of times, but the only time that counts is in Chapter 4 in the traveling village of Pao. Go to the abbey in the northwest corner when you first enter town, and check out the wall to the left of the priest. Yogurt's hiding there and finally joins you. But a word of caution: he's only a mascot — he's useless in battle! He's just... Yogurt.

As for your other question:
GRDR=Great Dragon, SBRN=Steam Baron, SKYL=Sky Lance, SKNT=Shock Knight, and WFBN=Wolf Baron.

Jurassic Park

I've been playing Jurassic Park for Genesis as Dr. Grant, and sometimes I get past the T-Rex, but I usually get eaten in one gulp. I was wondering if there's any way to kill it?

Scott
Bedford Heights, OH



Look at that gleaming smile, that winning personality — how could you think about killing this? Stun her instead.

HELL, NO! Look at her! She's big as a house! How in heaven's name would you even try? But even if there's no way to kill a T-Rex, you can stun her for very brief periods. The T-Rex shows up in several places, and the only thing you can do is use either grenades or rockets to stun her, then slip by while she's distracted.

StarTropics

I'm the mother of a 7-year-old who's always playing his NES. One day I began playing *StarTropics*, and I'm now on Chapter 3. I need some help. I went to the Ghost Village as per the fortune-teller's instructions, but I can't find her crystal ball. There's a switch in the West Tunnel on the other side of this island, but nothing happens when I jump on it. Please help.

Rolinda
"A distressed Mom"
Bellvue, NE



The entrance to the Ghost Tunnel is under the slightly discolored headstone in the Ghost Village.

Use the Rod of Sight in the Ghost Tunnel to view the Minies — invisible ghosts who haunt the tunnels.



Your problem (aside from the obvious) is finding the entrance to the tunnel under the Ghost Village. It's just one big graveyard, but if you check out the northwest group of headstones, you'll see that one is a slightly different color. This is the entrance to the Ghost Tunnel, whose deep recesses hide the crystal ball. **Bonus Tip for Moms:** While you're down there, watch out for invisible ghosts known as Minies. You must use a Rod of Sight to see them, but they're in the tunnel, too.

Final Fantasy II

Have you ever wondered just what "pink" is on the item list in the instruction manual? It's the Pink Tail, the rarest item in any game created! To get it, go to level 85 of the Lunar Subterrane. Enter a small room with a treasure chest in the far right-hand corner. Walk around getting into fights until you meet a party of five Pink Puffs — silly-looking pink slimes that play weird music. There's a 1 in 64 chance that they leave a Pink Tail if you kill them.

If you get it, immediately take it to the guy in the Grotto Adamant (where you took the Rat Tail). He gives you the Adamant Armor, which anyone can Equip. The person wearing it has a defense of 99%, and nothing can do him more than 2 or 3 damage — not even Zeromus!

By the way, I heard that they released a "hard" version of this game in Japan. Will it come out here?

Mario
Sebastopol, CA

Boy, answer a couple FFII letters and all kinds of stuff comes out of the woodwork. Thanks for the tip, and to answer your question, we haven't heard about a "hard" version, even in Japan. However, *Final Fantasy VI* has just been released in Japan, as has a spinoff from the series that's called *Alcahest*.

Write to Us!

Send your questions or tips to: *Game Players* 27407; 300-A South Westgate Drive; Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies. Please be as specific about your problem as possible — include the name of the game, level or experience points, and so on. We can't answer what we can't figure out!

SUPER CHASE H.Q.

SNES AND SUPER CHASE H.Q. ARE
TRADEMARKS OF TAITO CORPORATION.
©1991 TAITO CORPORATION.

CHASE H.Q. RUNS DOWN CRIME!

Put your Super NES on wheels with Taito's turbo-driven CHASE H.Q! In an undercover sports car, you'll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

- Turbo Acceleration!
- Five Different Rounds!
- Windshield Screen View!



Also available for Game Boy

TWO NEW HEART-POUNDING GAMES FROM TAITO!

SNES AND SUPERNOVA ARE
TRADEMARKS OF TAITO CORPORATION.
©1991 TAITO CORPORATION.

SUPER NOVA

SUPERNOVA UNLEASHES THE SILVER HAWK!

Taito's SUPERNOVA for the SNES offers you the sleekest fighting ship ever launched! You will command the Silver Hawk in battle against hyperbacteria, dinosaurs, and a leviathan battle cruiser as the Pelsar Empire attempts to conquer the federated planets. Victory depends on your skill with Silver Hawk's three fighting modes and power balance system!

- Fifteen combat zones!
- Three different endings!
- A war of wits and speed!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

TAITO
THE ONLY GAME IN TOWN

TAITO HINT LINE ☎ 1-900-28-TAITO
3 PM-10 PM M-F, 12 PM-10 PM SAT-SUN. 10-11 PM MON. TOUCH TONE ONLY.

TAITO AMERICA CORPORATION 700 Wilshire Blvd., Westwood, CA 90069



MORTAL SIN

Before we open up this month's bag of tricks, I'd like to ask everyone out there to do your old pal Chris a little favor: QUIT MAKING UP RIDICULOUS MORTAL KOMBAT CODES!! I mean, come on — it's not like we don't check out these things when you send them in.

Also, please don't send in codes or tricks you haven't checked yourselves. If your buddy tells you that you can get Goro to dance a little jig by plugging in controller 2 and sitting on it, give it a try before you pass it on. We really appreciate everything you guys send us, but we don't have time to spend half a day trying to get a bum trick to work.

But keep those reliable codes coming! As always, you get an official, high-quality Game Players T-shirt for each code we print, along with your name printed in a top international magazine. Just think — your code will be read by strange people all over the planet! As for those of you who sent in those worthless *Mortal Kombat* tricks: Shame, shame. You made Vince cry, and I'll never forgive you for that.

— Chris

MORTAL KOMBAT II

MORE MORTAL MOVES

Our special thanks goes out to Bryan Hightower of Ann Arbor, MI, and Mark Dean and the rest of the guys down at 2001 for all the blood & sweat that went into finding these moves. *Hee hee!* I said "blood"! Get it? *Blood!* Oh, never mind.

Anyway, we're finding new stuff in MK2 all the time, so stay tuned. There's even a juicy rumor going around that newer versions contain hidden characters like Kano and Sonya Blade....

KEY:

BA=Back, BL=Block,
F=Forward, U=Up, D=Down,
HP=High Punch, HK=High Kick,
LP=Low Punch, LK=Low Kick.

BARANKA

BLADE: BA, BA, BA, LP
PROJECTILE: quarter circle away from opponent, HP
SWIPE: BA + HP
SPIN: tap BL
FATALITY: 1: BA, BA, BA, BA, HP
2: F, BA, F, LP
3: BA, F, D, F, LP

JAX

GROUND SMASH: hold LK and release
GRAB: F, F, LP
PROJECTILE: quarter circle away from opponent, HK
OVERHEAD HAMMER: F, HP
QUADRUPLE SLAM: throw, stand near and keep tapping HP
FATALITY: 1: hold LP, tap F 3 times, release LP 2: Q, F, BA, HK

JOHNNY CAGE

LOW PROJECTILE: quarter circle toward opponent, LP
HIGH PROJECTILE: quarter circle away from opponent, HP
SHADOW KICK: BA, F, LK
SHADOW PUNCH: BA, Q, BA, HP
BALL: LP + BL
FATALITY: 1: D, D, F, F, LP
2: F, F, D, D, LP

SCORPION

SPEAR: BA, BA, LP
TELEPORT: diagonal U/F, HP
TAKEDOWN: quarter circle away from opponent, LK
FATALITY: 1: BL + U, U, HP

LIU KANG

FLUTTER KICK: hold LK & release
HIGH FIREBALL: F, F, HP (can be done in midair)
LOW FIREBALL: F, F, LP
GLIDE KICK: F, F, HK
FATALITY: 1: BL + U, U, HP, HK
2: D, F, B, B, HK

MILEENA

PROJECTILE: hold HP 3 seconds & release
TELEPORT: F, BA, LK
FATALITY: 1: F, BA, F, LP

RAIDEN

ELECTRIC HANDS: hold HP for two seconds, then release
LIGHTNING BOLT: quarter circle toward opponent, LP
SUPERMAN: BA, BA, F (can be done in midair)
TELEPORT: D, U
FATALITY: 1: F, F, BA, BA, BA, HP

REPTILE

ACID SPIT: F, F, HP
BOMB: BA, BA, HP + LP
INVISIBILITY: BL + U, U, D, HP
FATALITY: 1: D, BA, BA, LP

SUB-ZERO

FREEZE GROUND: quarter circle away from opponent, LP
ICE BLAST: quarter circle toward opponent, LP
SLIDE: BA + D + BL + LK + LP
FATALITY: 1: BL + U, U, D, D, LP

KUNG LAO

HAT: BA, F, LP
TELEPORT: Down, Up
SPIN: BL + U, U, LK

KITANA

FAN THROW: F, F, HP + LP
FAN FREEZE: BA, BA, BA, HP
SWIPE: BA + HP
AIR ATTACK: quarter circle away from opponent, HP

SHANG TSUNG

1 FIREBALL: BA, BA, HP
2 FIREBALLS: BA, BA, F, HP
3 FIREBALLS: BA, BA, F, F, HP

MORPHIS

KUNG LAO: BA, Q, BA, HK
LIU KANG: BA, F, F, BL
JOHNNY CAGE: BA, BA, D, LP
REPTILE: BL + U, U, HP
KITANA: tap BL many times
JAX: BL + quarter circle away from opponent, HK
MILEENA: hold HP, then release
BARANKA: D, D, LK
SCORPION: BL + U, U
RAIDEN: quarter circle toward opponent, LK

BART SIMPSON UNPLUGGED™

ON GAME BOY® AND GAME GEAR™



BART VS. THE WORLD



BART AND THE BEANSTALK



BARTMAN MEETS RADIOACTIVE MAN



Check it out, man! Bart's takin' it on the road with his hot new portable hits! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson™ smashes! So grab your GEAR and get ready to jam with the BOYS! Nobody plays like the legendary Bart Simpson™...uncut, uncanny and TOTALLY UNPLUGGED!

Acclaim
entertainment, inc.

The Simpsons™ & © 1993 Twentieth Century Fox Film Corporation. All rights reserved. Sega and Game Gear are trademarks of Sega Enterprises, Ltd. Nintendo® Game Boy® and the official seal are registered trademarks of Nintendo of America, Inc. Plying Edge & Acclaim are divisions of Acclaim Entertainment, Inc. TM, ® & © 1993 Acclaim Entertainment, Inc. All rights reserved.

Product Information Number 103

Konami just took your

It's time for a change of scenery as Konami takes the TV style adventures of *The Turtles*, the *Tiny Toon Adventures* characters and *Batman: The Animated Series* to Game Boy. With no commercials!

Teenage Mutant Ninja Turtles III — Radical Rescue puts the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Durbag, Scratch and Snake Tail.

Batman — The Animated Series is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin*, *The Riddler* and other *Gotham City* goons are also out to make this the *Dark Knight's* darkest day.

Tiny Toon Adventures 2 — Montana's Movie Madness premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed series in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to drop the curtain on his movie career.

KONAMI®



favorite shows off TV.



Konami Game Hint and Tip Line:
1-800-896-HINT (4488), 70c per
minute charge. Minors must have
parental permission before calling.
Touch-tone phone required.

TINY TOON ADVENTURES characters, names
and all related indicia are trademarks of Warner
Bros. © 1993. TRADE NAME MONTANA
MADNESS and the distinctive business thereof are
registered trademarks and copyright 1993 by
Manga Studio. All related characters and indicia
are copyright 1993 Manga Studio, exclusively
licensed by Super Licensing, Inc. BATMAN and all
related indicia are the property of DC Comics™
and © 1989. All Rights Reserved. Konami is a
registered trademark of Konami Co., Ltd. © 1993
Konami. (Japan) Co., Ltd. All rights reserved.
NINTENDO GAME BOY AND THE OFFICIAL
SEALS ARE REGISTERED TRADEMARKS OF
NINTENDO OF AMERICA, INC. © 1989 NINTENDO
OF AMERICA, INC.

Product Information Number 210

ACCLAIM

MORTAL KOMBAT

FAKE BLOOD CODE

This Game Genie code is as close as you're going to get to oodles of gushing blood: BOB4-0007 Will you settle for red-colored sweat?

ENIX

ACTRAISER 2

TRICK PASSWORDS

Here are some cool passwords that do a little more than just take you to the next level:

INTRODUCTION: BJQX YRKC DLSZ

END OF ORIGINAL ACTRAISER

Xxxx Yyyy Zzzz

TEAM ILLUSTRATION: MTXK SKTk HNSh

KONAMI

CASTLEVANIA: BLOODLINES

LEVEL SELECT & INVINCIBILITY

Remember the "classic" Konami code? At the title screen, press Up, Up, Down, Down, Left, Right, Left, B, and A — a small window appears in the upper-left that allows you to select your starting level! You're also invincible! In one fatal swoop, you can just flush this game's challenge down the toilet! However, we found this code in a preliminary version of the game, and there's a chance it won't make it into the final. You've been warned!



At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, and Start



Now you can select your starting level, and you're invincible! Beware, blood-suckers! The house of Belmont is ready!

TACTICS

KONAMI

CASTLEVANIA: BLOODLINES

LEVEL PASSWORDS

Skip to any stage of this great new game.

STAGE 2 (ATLANTIS SHRINE, GREECE):

EMPTY AXE BIRD EMPTY
BIRD EMPTY BIRD EMPTY
JEWEL EMPTY BIRD AXE
AXE EMPTY AXE AXE

STAGE 3 (THE LEANING TOWER OF PISA, ITALY):

AXE BIRD JEWEL AXE
EMPTY EMPTY EMPTY JEWEL
AXE EMPTY BIRD EMPTY
BIRD AXE AXE AXE

STAGE 4 (THE MUNITIONS FACTORY, GERMANY):

EMPTY BIRD EMPTY BIRD
BIRD EMPTY BIRD EMPTY
AXE EMPTY BIRD EMPTY
AXE EMPTY JEWEL AXE

STAGE 5 (VERSAILLES PALACE, FRANCE):

AXE AXE JEWEL JEWEL
EMPTY EMPTY EMPTY JEWEL
EMPTY BIRD BIRD JEWEL
BIRD AXE JEWEL AXE

STAGE 6 (FINAL STAGE):

AXE AXE EMPTY JEWEL
EMPTY BIRD EMPTY JEWEL
EMPTY AXE BIRD JEWEL
BIRD AXE EMPTY EMPTY

SEGA OF AMERICA

REN & STIMPY:
STIMPY'S INVENTION

PASSWORDS

For those of you who are s&B having trouble with this cart, try these passwords:

Level 2 (The Zoo): 48Z0000 0004XB

Level 3 (The City): 0500003 Y904XD

Level 4 (The Pound): 4510003 Y902XB

Level 5 (The Outdoors): 2520007 QW064XB

Level 6: No Password

SEGA OF AMERICA

GUNSTAR HEROES

USELESS FLIPPING CODE

Before the side flips one complete revolution on the title screen, press and hold Down — the title changes directions and flips downward. Let go and it spins back upward. That's it. What a useless code.

READER TIPS

NINTENDO OF AMERICA

MARIO KART

SPECIAL CUP CODE

Go to the Time Trials and put the cursor on the Mushroom Cup circuit. Now enter this code: L, R, L, R, L, R, R, A. You're able to race the Special Cup tracks in the Time Trials!

Brian Mueller
Grove City, PA

Go to the Time Trials and highlight the Mushroom Cup circuit, then input L, R, L, R, L, R, R, A



Now you can play the Special Cup tracks!

ACCLAIM/ARENA

MORTAL KOMBAT

YES, MORE GAME
GENIE CODESTZCA-BB4B
ABCA-BBAA

invisible players in Mode A
only moving shadows of
players are visible

Jon Salka
Elizabeth, NJ

Use Sub-Zero's slide attack to initiate all tricks.

4WXA-AC32

change into different
players

EBBT-AA1D

BWXA-ACFE

AXDA-AA5L

shadow fighting
fatality slide (pretty sick)
turbo play!

David Rossoff
Yonkers, NY

ACTIVISION

BIO-METAL

STAGE SELECT

Are you still trying to make it past the early levels? Try this code: Hold the **A** and **B** buttons at the title screen, then diagonal **Up/Right**, and finally diagonal **Down/Left**. Now press **Select** and the **L** or **R** button for a super-secret stage-select! Now you can try out the 2 Unlimited tunes you haven't yet heard!

ACTIVISION

Press and hold the **A** and **B** buttons at the title screen, diagonal **Up/Right**, then diagonal **Down/Left**.

STAGE 9

Now press **Select** and the **L** or **R** button for a stage-select!

KONAMI

ROCKET KNIGHT ADVENTURES

MAKE YOUR OWN DEMO

Press **Start** to pause the game, then press **Up** seven times, **Down** once, **Left** three times, and **Right** once. The word "Pause" should flip! Reset the game and watch the demo — it's the last 60 seconds or so you played! Isn't that *InSaNe*?!



Play into the game a bit, then pause and press **Up** seven times, **Down** once, **Left** 3 times, and **Right** once.



Now **Reset** the game to star in your own demo! Worthless, but neat.

TACTICS

JVC

SUPER EMPIRE STRIKES BACK

LEVEL PASSWORDS

Here are most of the passwords to the fab sequel of JVC's smash *Super Star Wars*:

LEVEL 3: WDWDB
LEVEL 4: CSPTNP
LEVEL 5: NSRSOC
LEVEL 6: WFFBUTB
LEVEL 7: BHRDHL
LEVEL 8: HMGPUJ
LEVEL 9: LDGLTJ
LEVEL 10: LLIFBG
LEVEL 12: WLJWDN
LEVEL 13: WBWHRW
LEVEL 14: NCCGSP
LEVEL 15: GLTTDJ
LEVEL 17: GJBHNF
LEVEL 18: MCDGRJ
LEVEL 19: PGPMMG
LEVEL 20: NGMSJB
LEVEL 21: RLMSWJ
LEVEL 22: MBRCGB
LEVEL 23: SWPWSS

SEGA OF AMERICA

SONIC CD

SOUND TEST AND MORE

Press **Down, Down, Down, Left, Right**, and **A** at the title screen — a secret sound-test screen appears! You can also get several other weird screens to come up by entering the combinations we've listed, then pressing **Start**.

Note: This worked in our early version of *Sonic CD*, but we're not sure the option will be included in the final game. But hey — it's worth a try.

DJ SONIC: FM 42, PCM 03, DA 01
SPECIAL BONUS: FM 07, PCM 07, DA 07
WHAT THE HELL?: FM 46, PCM 12, DA 25
MEAN SONIC: FM 42, PCM 04, DA 21
SONIC AT REST: FM 44, PCM 11, DA 09



input one of the other codes for even more hedgehog-blazin' fun!

Press **Down, Down, Down, Left, Right**, and **A** at the title screen for a hidden sound test! Now

COLOR KEY

SNES

GENESIS

NES

SEGA CD

GAME BOY

GAME GEAR

KONAMI

ZOMBIES ATE MY NEIGHBORS

LEVEL PASSWORDS

These are the passwords to *Zombies Ate My Neighbors*.

LEVEL 05: PHRP
LEVEL 09: PBGG
LEVEL 13: XFCK
LEVEL 17: BKYZ
LEVEL 21: VXBG
LEVEL 25: XYLZ
LEVEL 29: XLZG
LEVEL 33: WJQK
LEVEL 37: BZVG
LEVEL 41: BRPK
LEVEL 45: VJHX

Gary Alan Moore
Troutman, NC

ARENA

ALIEN³

LEVEL SKIP

Go to the Options menu and plug in *Controller 2*. Now press **C, Up, Right, Down, Left, A, Right**, and **Down** — you should hear a "beep" if you did it correctly. Now pause the game any time and push buttons **C, A**, and **B**. You should see a green flame around the screen. Now unplug, and voila! You've reached the next level!

Gabino Lopez Sanchez
Delegacion, Coyoteacan
Mexico

Go to the Options screen and press **C, Up, Right, Down, Left, A, Right**, and **Down** on *Controller 2* — listen for this beep.

OPTIONS



Now you can skip past any level by pausing the game and pressing **C, A**, and **B**!

FUTURE SHOCKS!
Amazing video
game action hitting
your screens soon!

G.J. - ELEPHANT FUGITIVE™
He's on the run! Join G.J. the

COMING
FEB. 24



WORLD SOCCER '94™
All the action! All the players!
Play World Soccer '94 and enter the very best arcade soccer challenge game for 1994!
COMING SOON!

**MICRO MACHINES®**

Micro Machines®
Experience the wildest racing game ever created! 27 all-action tracks of miniature mayhem as you race the Micro Machines vehicles - loaded with turbo-power. Sand buggies, Turbo Whaals, Formula One cars and more! A smash-hit video game - it's the hottest two-player head-to-head challenge race ever devised!
Win or keep even the most hardcore gamers hooked! VideoGames magazine
AVAILABLE NOW!



WHAT ARE YO

PSYCHO PINBALL™
Nare's Psycho, the silver-plated
amadeillo with
one hell of an atti-
tude, as he
launches himself
into the wildest
selection of
pinball tables
ever created



DREYFUSS SMARTVARK™
Your TV's gonna wild - the gremlins are loose and the shows are out of control! Send in Dreyfuss to sort out the problems!

COMING SOON



Cosmic Spaceahad
Outer-space in your face!
Here's Cosmic - the first
all-star tourist - in a mad
dash through the
universal. Join him
through 32 action
zones and solve the
wildest puzzles
in the arcade
adventure areas.
Interact with the
oddest bunch of
characters in over
300 screens of
crazy and funky
locations! It's
cosmically out of
this world!
"Brilliantly
original,
challenging
and grant fun-
don't miss it!"
AVAILABLE NOW!



They often
exceeded the
the highest
Sagitt. Ray go
with this sea
compatible w
and class

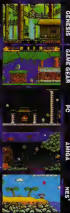
COSMIC SPACEHEAD™

Codemasters™

FANTASTIC DIZZY™

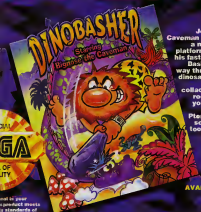


Fantastic Dizzy™ Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a life time! "In a league of its own, a unique cartoon adventure" EGM magazine **AVAILABLE NOW!**

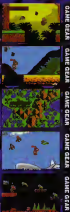


Reckon you can handle awesome action and the greatest mind-power? Prepare yourself to experience the explosive gameplay of Codemasters' video games! Total playability and great graphics! From the best in arcade racing to the wildest fantasy adventures to a completely cosmic experience! If you haven't got 'em - what are you playing at?

U PLAYING AT?



Dino Basher!™ Join Bignose the Caveman in Dino Basher a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bonus and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing! "Great cartoon graphics, brilliant music and, most importantly, excellent fun!" **AVAILABLE FEB '94**



© The Codemasters Software Company Limited ("Codemasters") 1993. All rights reserved. Fantastic Dizzy, Game Gear, Bignose the Caveman, Basher, G.A., Elephant, Elephant, World Racers '94, Psycho Park, Dragon's Breath are trademarks of Codemasters. Genesis, Game Gear, Sega and the Sega Seal of Quality are trademarks of Sega Enterprises Limited. Codemasters is using the trademarks pursuant to a license. R.A.S. is a trademark of Nintendo Company Limited. Codemasters is not affiliated or associated with Nintendo Company Limited in any way. "Titled The Fantastic Adventures of Dizzy, Mega Machines is a complete trade mark of Lewis Goleb Toys, Inc. The trade mark is being used pursuant to a license. Codemasters is not affiliated with Lewis Goleb Toys, Inc."

DINO BASHER!™

The 7th Saga

Jeff Lundrigan takes an itemized look at this enjoyable RPG.

In a mystical land, seven adventurers search for the seven ancient Runes of Power. The explorers are an odd mix — humans, elves, aliens, and dwarfs — but they're united in their mission.

The 7th Saga is a huge adventure, with game play that differs slightly depending on the character you choose. But if you follow our advice, the runes will be yours!

1 Lemele

Items	Weapons	Armor
Potion 1	Psytech Sword	Psytech Armor
Potion 2	Anxiety Sword	Cotton Robe
Magic Herb 1	Psytech Axe	
Antidote	Petrified Staff	
Bottle of Protection	Red of Light	
Opal		
Pearl		
Topaz		

2 Rabelsk

Romus Blues



When you're beaten by Romus, go back and talk to the old woman in the southwest corner of Rabelsk who wouldn't talk to you before.

When she's told you Romus's story, talk to her husband outside. He gives you the whistle; use it to defeat the big doggie.



Don't forget to visit the bar while you're in Rabelsk — you need Goin's map.



Items	Weapons	Armor
Potion 1	Psytech Sword	Psytech Armor
Potion 2	Anxiety Sword	Cotton Robe
Magic Herb 1	Psytech Axe	Xtrite Shield
Antidote	Petrified Staff	
Bottle of Protection	Red of Light	
Opal		
Pearl		
Topaz		



3 Castle of Aran

4 Cave of Earth

6 Zellis

Items	Weapons	Armor
Potion 1	Sword of Aegis	Psytech Armor
Potion 2	Sword of Nature	Anxiety Armor
Antidote	Axe of Anxiety	Silk Robe
Magic Water	Red of Tides	Robe of Xtrite
Mirror	Saber	
Opal		
Topaz		
Ruby		
Sapphire		

7 Cave of Melenam

8 Eygus

There are no items, weapons, or armor in this town.

9 Cave of Eygus

The Land Called Dicondera

5 Bonro

Items
Potion 1
Potion 2
Magic Herb 1
Antidote
Bottle of Fossil
Calgate
Pearl
Topaz
Ruby

Weapons
Anxiety Sword
Kryptic Sword
Fire Axe
Psytech Axe
Petrified Staff

Armor
Psytech Armor
Silk Robe
Xtrite Shield
Scarf



SNES Info

PUBLISHER	Enix
DEVELOPER	Enix
SUGG. RETAIL	\$64.99
GENRE	RPG

10 Pell

Items	Weapons	Armor
Potion 1	Sword of Anger	Pyrotech Armor
Potion 2	Sword of Maturity	Armor of Animity
Magic Herb 1	Axe of Animity	Armor of Animity
Antidote	Axe of Anger	Silk Robe
Bottle of Power	Saber	Robe of Seasons
Bottle of Protection		Kryonic Shield
Wind Ball		
Pearl		
Topaz		

11 Guntz

There are no items, weapons, or armor in this town.

Dehydrated Guntz



The Sage of Guntz holds the Water Rune. Keep at him until he offers you a drink, then return to Pell.

Digger Guntz is in Pell's bar. He finds water if you take him to Guntz, and the sage gives you the rune in return. Come back later in the game, and he coughs up another 5000G.



13 Tower of Grime South

14 Bone

Items	Weapons	Armor
Potion 1	Sword of Brilliance	Armor of Animity
Potion 2	Sword of Courage	Royal Armor
Magic Herb 1	Axe of Anger	Robe of Hope
Magic Water	Axe of Power	Kryonic Shield
Bottle of Fire	God of Conflict	Shield of Courage
Wind Ball		
Opal		
Topaz		
Baby		

15 Cave of Milto

16 Dowaine

Items	Weapons	Armor
Potion 1	Sword of Brilliance	Pyrotech Armor
Potion 2	Sword of Animity	Armor of Animity
Antidote	Sword of Courage	Robe of Seasons
Magic Water	Axe of Anger	Robe of Hope
Bottle of Ice	Axe of Power	Shield of Courage
Wind Ball	God of Conflict	
Opal		
Pearl		
Baby		

17 Belaine

Items	Weapons	Armor
Potion 1	Sword of Despair	Royal Armor
Potion 2	Sword of Fear	Armor of Courage
Magic Herb 1	Tidal Sword	Robe of Seasons
Magic Water	Zinzo Sword	Robe of Hope
Bottle of Ice	Muramasa	Shield of Brilliance
Wind Ball	Axe of Power	
Pearl	Axe of Despair	
Baby	God of Conflict	
Sapphire		

19 Cave of Beore

20 Luze

There are no items, weapons, or armor in this town.

21 Padal

Items	Weapons	Armor
Potion 1	Sword of Fear	Royal Armor
Potion 2	Fire Sword	Armor of Courage
Antidote	Axe of Despair	Robe of Hope
Magic Water	Kryonic Axe	Robe of Anger
Bottle of Agility	God of Brilliance	Shield of Anger
Bottle of Protection		
Opal		
Pearl		
Baby		

22 Pang

Items	Weapons	Armor
Potion 1	Sword of Courage	Royal Armor
Potion 2	Axe of Anger	Armor of Courage
Magic Water	Kryonic Axe	Robe of Seasons
Bottle of Power	Axe of Fear	Robe of Hope
Bottle of Fossil	God of Brilliance	Shield of Courage
Bottle of Agility		
Vacuum		
Mirror		

23 Tower of Grime North

18 Telaine

Let's Have a War!

Items	Weapons	Armor
Potion 1	Sword of Courage	Royal Armor
Potion 2	Sword of Despair	Armor of Courage
Magic Water	Axe of Power	Robe of Hope
Magic Sphinx	Axe of Anger	Robe of Anger
Wind Ball	Axe of Despair	Shield of Brilliance
Pearl	God of Conflict	
Topaz		
Emerald		
Diamond		



Delaine and Telaine are lends close to war. Head for Luze, where you defeat a dragon, get the Star Rune, and can pick up any Crystals of Peace lying around.

Patrol in Peril

12 Patrol

Items	Weapons	Armor
Potion 2	Sword of Maturity	Armor of Animity
Antidote	Sword of Brilliance	Royal Armor
Magic Water	Axe of Anger	Robe of Seasons
Bottle of Power	God of Tides	Kryonic Shield
Edgite	God of Conflict	Shield of Courage
Pearl		
Topaz		
Baby		



An unknown dictator holds Patrol under his thumb. The castle is locked, but you can find a secret passage under this tombstone.



The despot turns out to be a fellow apprentice! The exact character varies, but don't raise your level before the battle — they all get stronger at the same time you do.



When fighting an apprentice, use a Bottle of Protection, a Bottle of Agility, then a Bottle of Power. Always completely heal after a hit — wait for him to miss before attacking.

24 Polasu

Items	Weapons	Armor
Potion 1	Sword of Despair	Armor of Courage
Potion 2	Sword of Fear	Armor of Bravery
Magic Herb 1	Axe of Power	Robe of Ravery
Magic Water	Saber	Robe of Hope
Mesquite	Rod of Fire	Robe of Anger
Magic Siphon		Sound Shield
Shield Destroyer		
Ramp		
Wind Ball		

25 Castle of Baran

Where Are the Children?



There's a secret in the Castle of Baran that's holding a number of children prisoner. Before rescuing them, talk to Commander Proca-Pod as well as the King of Tiffana. After the children are safe, Proca gives you the Moon Rune — and the king kills in 3000G.



26 Bithelm

The Key to Doros's Heart



To defeat Doros, head for the dungeon under Bithelm Castle. Push against the table to find the jail key.

Unlock the cell and talk to the old man. He gives you the Star to use against Doros — without it, he's invincible.



Items	Weapons	Armor
Potion 1	Sword of Fire	Mystic Armor
Potion 2	Sword of Insanity	Fortress Armor
Potion 3	Axe of Despair	Robe of Hope
Magic Water	Kryptonite Axe	Robe of Anger
Harp	Rod of Brilliance	Sound Shield
Pearl		
Ruby		
Sapphire		
Emerald		

27 Tiffana

Items	Weapons	Armor
Potion 1	Sword of	Armor of
Potion 2	Despair	Courage
Antidote	Sword of Fear	Armor of
Magic Water	Kryptonite Axe	Robe of Hope
Vacuum	Rod of Brilliance	Robe of Anger
Opal	Rod of	White Shield
Topaz	Despair	
Ruby		
Sapphire		

28 Brush

To the Western Continent



Rural, the fairytale, offers good advice when you're stuck. Talk to her once you've found six runes, then find Branta — he gives you the Mecha-Gator as you can get to Valencia.

Items	Weapons	Armor
Potion 2	Sword of Fear	Armor of Bravery
Potion 3	Sword of Despair	Mystic Armor
Magic Water	Axe of Despair	Robe of Hope
Wind Ball	Kryptonite Axe	Robe of Anger
Opal	Rod of Brilliance	Shield of Mystery
Pearl		
Topaz		
Ruby		
Emerald		

29 Valencia

Items	Weapons	Armor
Potion 1	Sword of Despair	Royal Armor
Potion 2	Sword of Fear	Armor of Courage
Potion 3	Sword of Fear	Robe of Victory
Magic Herb 2	Kryptonite Sword	Robe of Despair
Antidote	Axe of Mystery	Mystic Shield
Magic Water	Rod of Conflict	
Wind Ball		
Pearl		
Ruby		

30 Cave of Kapel

The Magic Trap

You're cursed by a trap at the cave's exit and won't be able to cast spells! Head to Gaudin and find the mayor.



Items	Weapons	Armor
Potion 1	Sword of Fear	Fortress
Potion 2	Sword of Fire	Armor
Antidote	Axe of Fear	Mystic Armor
Magic Water	Red of Despair	Robe of Victory
Bottle of Ice	Red of Nalare	Robe of Despair
Bottle of		Mystic Shield
Fossil		
Wind Ball		
Pearl		

31 Bugask

Items	Weapons	Armor
Potion 1	Sword of Fear	Fortress
Potion 2	Sword of Fire	Armor
Antidote	Axe of Fear	Mystic Armor
Magic Water	Red of Despair	Robe of Victory
Bottle of Ice	Red of Nalare	Robe of Despair
Bottle of		Mystic Shield
Fossil		
Wind Ball		
Pearl		

32 Guanta

Items	Weapons	Armor
Potion 1	Sword of Fear	Mystic Armor
Potion 2	Sword of Fire	Fortress Armor
Magic Water	Sword of	Robe of Victory
Bottle of Fire	Axe of Fear	Robe of Despair
Mirror	Rod of	Mystic Shield
Wind Ball	Despair	
Pearl		
Ruby		

33 Cave of Buinsel

34 Cave of Baron

Stuff You Shouldn't Worry About

Because the game follows a different story line depending on the character you chose, you may not be able to do anything with some clues or other strange things you run across. In short — don't waste time and energy trying to solve puzzles you're not equipped to handle!



Billy Dorian the Dwarf can enter the southern Tower of Gims — look in Bone for the key.



The barber in Barro is open only for Lutz and Exena, who can go north by taking a ship to Pandem.



Kami, Valsu, Legos, and Wime all have Branta take them to Bonavite by submarine — look for the remote control in Bone. If you're one of the other three, there's no reason even to go to the Cave of Mito.

"My Most Dangerous Adventures Of All Will Never Be Shown On T.V.!"



"Why?" Because you'll find them right here in my two brand new games. In the Sega™ Genesis™ version, take on the mysterious Racer X™ in a 200 MPH free-for-all. Or race against me from the cockpit of Racer X's incredible Shooting Star. Either way, danger lurks behind every corner. In the Super Nintendo™ version, you'll need



everything in the Mach 5's arsenal just to survive any of six high-octane races around the world. Install trigger toes for better traction in The Great Alpine Race. Or add the chopper blades for slicing through the bamboo-ridden Tokyo Grand Prix.



Whatever the race, it's up to you to be ready for anything. And anybody. Because Souke Oiler, Captain Yarn and all the other goons from my TV show will also be out to send you over the guardrails. So listen your seatbelt. And get ready for action. Gosh, I hope no one gets hurt." To order, race to your favorite retailer, or call 1-800-245-7744.



Also available for the IBM PC.



ACCOLADE
GAMES WITH PERSONALITY

© 1992 Accolade, Inc. All rights reserved. © 1992 Sega Game Corporation. Sega, Game Boy, and Sonic the Hedgehog are trademarks of Sega Game Corporation. Racer X is a trademark of Sega Game Corporation. Souke Oiler, Captain Yarn, and all the other goons from my TV show are trademarks of Sega Game Corporation. Sonic the Hedgehog is a registered trademark of Sega Game Corporation. IBM, Super Nintendo, and IBM PC are trademarks owned by Sega Corporation.

Product Information Number 105



FANTASTIC DIZZY

Hard-Boiled Egg-citement!

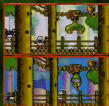
GENESIS info

PUBLISHER	Codemasters
DEVELOPER	Codemasters
RELEASE DATE	1994.99
GENRE	action/adventure

Fantastic Dizzy boasts egg-ceptional cartoon graphics, egg-celent game play, and egg-traordinary puzzles that will keep you busy for hours on end. Unofficially known as the Mario of Europe, Dizzy — whose various games have sold in egg-cess of three million units — is one shell of a guy.

Dizzy's adventures take you across the land of Zakeria. A once peaceful kingdom, Zakeria's now controlled by the evil wizard Zaks. Dizzy must find his friends, save his girlfriend Daisy, and collect a potion to heal the leader of the Yolkfolk, Grand Dizzy. Whew! It's big egg-venture! D'oh!

Vince Matthews has just the type of scrambled brain to make him an eggs-pert in Dizzy's mix of strategy and action.



Q: How do I kill the egg-inking weed in the treehouse village?

A: Use the Snippy Weed Killer located near the bottom of the treehouse.

Q: Where are the keys for the treehouse elevators and Yolkfolk huts?

A: Most of the keys are in the Yolkfolk treehouse — look inside huts or behind foliage. The only two keys not near the treehouse are Dizzy's door key, which is in a tunnel between Castle and Duck Streets, and Grand Dizzy's elevator key, which is just inside the mine entrance.



Magic Man

I'm Theodore the Magician. I'll help you solve some of the puzzles Dizzy encounters on his long journey.



Q: What's the Pogle for, and how do I catch it?

A: Pogle the Fluffie is Daisy's pet — but Dylan lost it while it was in his care. Capture Pogle with the cage in Daisy's hut, then return him to Dylan so he won't get in trouble. In return, Dylan gives you a cow you can trade to the shopkeeper.



Q: How do I get by the Armooring?

A: Give the Armooring the cooked ham you find at the top of the hill.



Q: How do I pass the rock pile in the mine? I keep trying to push the plunger, but nothing happens.

A: Search the hall of the plants ship near the bottom right to find some dynamite. The plunger won't blast 'til you find Blackheart's stash.

Q: I found an umbrella on Castle Street. What do I do with it?

A: The umbrella protects you from acid drops in the mine, the tunnels, and other places.



Q: How can I make the mine elevators work?

A: Use the machine wrench located to the right of the bridge near the mine entrance.





BUCKLE UP
FOR SAFETY

TALK ABOUT
FENDER-BENDERS!!

THAT JUNKYAW
PICKS A WHOLE!!

BOMBS AWAY!!

YOU DON'T HAVE
A LEG TO STAND ON!!

HEADS UP! THE CRASH DUMMIES ARE NOW ON GENESIS!!!

ALSO ON
SUPER NES
GAME BOY
GAME GEAR
AND NES



Acclaim
A GENENTRA COMPANY





Q: How do I pass the tunnel guard?

A: Bribe him with the bag of gold coins you found by the mine.



Q: How do I get rid of the pirate?

A: Go toe-to-toe with the pirate by giving him the barrel of rum found on Bridge Street's bridge.



Q: How do I reach the aqualing without drowning?

A: You need to play the Bubblegame! While you're on Blackheart's ship, go all the way across the top deck to the ship's plank. Blackheart appears and pushes you into the Bubblegame. Ride the bubbles to the top, then pick up the aqualing on a secret island.



Q: Don't I need flippers to swim?

A: Sure. Dorell gives you a pair of flippers instead of the cold shoulder once you've thrown him out. Use the dry match from the mine and the dry straw found near Grand Dizzy's hut.



Q: How will I know if I've gotten everything I need?

A: There are 250 stars scattered throughout the game. If you've found every star, you're basically covered. Zerkow, if you get stuck, look for clues in the game or instruction manual.

Q: OK, so what else do I need to know?



Eat food only when you absolutely need it — vitamins left behind might save your life the next time you travel through.



Because you can carry only three items at a time, drop things near the places you think you'll need them.



Don't give up! The solutions to most puzzles are located in the near vicinity.

ROBOCOP 3

FIRST TIME ON
GENESIS™
& GAME GEAR™!



MOTOR CITY
SHOWDOWN!



TEAM-UP WITH
ROBOCOP'S OLD
ADVERSARY—
THE GIANT ED-209.



BLAST OCP'S
FLYING DROIDS.

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMOI!

Relive all the action of the blockbuster film, as you face a battalion of enemies!



SEGA
GENESIS

GAME GEAR

FLYING
EDGE


SEGA

ROBOCOP, 3 TM & © 1993 Other Pictures Corporation. All rights reserved. TM designates a trademark of Turner Pictures Corporation. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. Flying Edge is a division of Ashtech Entertainment, Inc. TM & © Ashtech Entertainment, Inc. All rights reserved.

Product Information Number 103

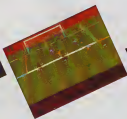
SUPER NINTENDO
VIDEO GAME MAGAZINE

WORLD SOCCER 94



Road To Glory

**THE WORLD'S NUMBER ONE SELLING
TITLE HAS MADE ITS WAY TO**





SUPER SPEED AND AWESOME PLAY CONTROL WILL KEEP YOUR THUMBS JUMPIN' AND YOUR HEART PUMPIN'!

SUPER EDIT FEATURES SO YOU CAN CUSTOMIZE YOUR OWN TEAM! EDIT IN TEAM NAMES, PLAYER NAMES, UNIFORM AND EVEN SKIN COLOR!

ACTION REPLAY MODE FOR A QUICK REVIEW OF INCREDIBLE SHOTS AND OUTSTANDING PLAYS!

INDOOR, OUTDOOR PLAY, SUPER CUP, WORLD KNOCKOUT, FRIENDLY AND
EVEN A PRACTICE MODE!

"YOU WO'DN'T GET THIS LEVEL OF REALISM IN ANY OTHER SOCCER GAME."

NINTENDO POWER MOV. '93-

"THIS GAME IS RELENTLESS, NON-STOP ACTION; 90 MPH UP AND DOWN THE FIELD. JUST THE WAY A GOOD GAME OF VIDEO SOCCER SHOULD BE PLAYED!"

-GAMEFAN OCT. '93-

"SPORTS GAMERS WHO HAVE GIVEN SOCCER A PASS UNTIL NOW WILL KICK THEMSELVES IF THEY DON'T TRY WORLD SOCCER '94"

-ELECTRONIC GAMES NOV. '93-

"WITH SIX PLAY MODES (RANGING FROM FRIENDLY GAME TO WORLD KNOCK-OUT) AND 64 INTERNATIONAL TEAMS, THIS IS ONE CART YOU WON'T SOON TIRE OF." -GAMEPRO MAGAZINE NOV. '93-

"FAST PACED ACTION, LIFELIKE REALISM AND A NEVER BEFORE SEEN INDOOR OPTION. WORLD SOCCER '94 COMBINES THEM ALL AND SCORES BIG!"

-GAME PLAYER'S MAGAZINE-

"ENJOYABLE, COMPETITIVE, ADDICTIVE AND TOTALLY BRILLIANT IN EVERY CONCEIVABLE WAY" -C & VG-

"...ABSOLUTELY BRILLIANT" -SUPER PLAY-

"IT'S A CRACKING GAME, IT HAS TO BE THE BEST SUPER NINTENDO SOCCER GAME YET" -SUPER CONTROL-

"CLASS! SO GOOD I HAVEN'T PUT IT DOWN ALL DAY. IT'S BRILLIANT!"
-SNES FORCE-



17145 Von Karman Ave., Suite 110, Irvine, California 92714
TEL: (714) 263-0582 • FAX: (714) 757-1288

WARNING: SUPERHEROES BY CLOUTIER™, FIGHTMAN™ AND THE OFFICIAL DALLAS REGISTERED TRADEMARK OF MARVEL © 1997 MARVEL © 1997 MARVEL INC. TM AND ©-SIGNATURE, SUBJECT A REGISTERED TRADEMARK OF MARVEL SOFTWARE INC. ALL CHARACTERS, ACTION, VISUAL AND CONCEPTS ARE ©1997 MARVEL SOFTWARE INC. FIGHTMAN™ IS A REGISTERED TRADEMARK OF THE FIGHTMAN™ VIDEO SYSTEMS LTD. LICENSED BY THE FIGHTMAN™ LTD. ALL RIGHTS RESERVED. (MARVEL, MARVEL)

Product Information Number 125

ADVERTISER INDEX

Product
Information
Number

Company	Page Number	Product Information Number
Absolute	45	119
Acclaim/LJN/Flying Edge	29, 35, 49, 95, 107, 109, BC	103
Accolade	53	105
ASCII	IFC-1	109
Atlas	110-111	125
Bullet-Proof	9	111
Codemasters	100-101	152
Data East	61, 63	130
Electronic Arts	25	140
Extreme	13-15, 45	134
Games Galore	122-123	—
Imaginer	7	153
Interplay	65	182
JVC	73	145
Kemco	26-27	205
Konami	50-51, 96-97	210
Ocean	11, 42-43, 57	222
Prima Publishing	23	144
Sega of America	4-5, 30-31	225
Seika	128	226
Sony Imagesoft	67, 69, 71	227
STD	IBC	110
Taito	93, 113	232
Tyco	18-19	142
Virgin Interactive	127	239

Game Players:

Sega-Nintendo
subscription

17

Revell CD European Racers

Sweepstakes

36

Back Issues

105

For additional information
on *Game Players* back issues
and encyclopedias call
(201)703-9505

HOW TO CONTACT US

To order a subscription: Use the order form bound into this magazine.

To order back issues or to get help with a subscription question or problem: Call (201)703-9505 or write to *Game Players*; Customer Service; 23-00 Route 208; Fair Lawn, NJ 07410.

For editorial questions: Due to the volume of calls we receive, we are unable to take editorial or game-counselling questions by phone. However, we love to receive your letters of comments, questions and suggestions. When possible, we will try to respond in the magazine. Write to *Game Players*; Editorial Department; 300-A South Westgate Drive; Greensboro, NC 27407

To order reprints or receive permission for reuse: Send your written request to *Game Players*; Editorial Reprints; 300-A South Westgate Drive; Greensboro, NC 27407

FAST, FREE INFORMATION!

Want More Information
About Products and Advertis-
ers Featured in This Issue?

1. Circle the numbers on the attached reply card to receive FREE information on advertised products. Product Information Numbers can be found at the bottom of each advertisement.

2. Print your name and address and mail today!

IT'S THAT EASY!

Lufia

& The fortress of Doom

**A VAST RPG WORLD
IN STUNNING GRAPHICS!**



YOUR actions determine the outcome of the opening story!

A vast world to explore in this ultimate RPG adventure!

Help love triumph over the might of the Sinistrals!

Nintendo

Product Information Number 252



Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

TAITO™
THE ONLY GAME IN TOWN.

TAITO AMERICA CORPORATION
2000 Broadway Street, New York, N.Y. 10008

TAITO HINT LINE

1-800-28-TAITO

\$ 95 FIRST MIN., \$ 75 EA. ADD'L.
MUST BE 16 YEARS OF AGE OR OLDER.

TAITO AND LUFIA & THE FORTRESS OF DOOM
ARE TRADEMARKS OF TAITO CORPORATION.
© 1991 ALL RIGHTS RESERVED.



Everything You Always Wanted to Know About...

Aladdin

...But Were Afraid to Ask

Aladdin for Genesis: You Ain't Never Had a Friend Like Me

Everything you've heard about the Genesis Aladdin is true — it's got fantastic graphics, unbelievable animation, and terrific game play, too. So while you want to play it to admire the Digital process that made the as-close-to-real-cartoons-as-you're-likely-to-get graphics possible, it presents a whole new world, if you will, to explore.



GENESIS Info

PUBLISHER Sega of America

DEVELOPER Virgin Interactive

SUGG. RETAIL \$59.95

GENRE action/Adventure

Snakey, Very Snakey



There's a secret one-up at the beginning of stage 2. To get it, first run to the right...



...and kill the snake that's waiting for you there. Duck down on the hill just before him and swipe low repeatedly until he slithers into your sword.



Now run back to the left where you started — a one-up's there! Look for it in the middle of a circle of apples.



There's another one-up in level 2, just after that pesky first snake. Remember that when you stand still for a moment, Aladdin automatically begins looking back and forth. Position him just before the



mouse starts as the clothesline, so that when he looks forward his head goes up into them — a one-up appears!

Level Skip!

That's right, you can actually skip to any level you want! To do this magnificent trick, pause the game at any time during any stage, then press **ABBAABBA**.

Monkey Business



The trick to get the Abu bonus-level icon at stage 3 helps you out in many places. Stand on the ledge just above the flagpole, then walk off.



Press and hold the jump button (be quick!) just before you hit the flagpole. Aladdin springs off the pole extra high, reaching the Abu icon.

One-Up Mania!



There's a one-up in level 3, located just before the Abu bonus-level icon. Use the Scagpie high-jump trick to reach the extra life at the far right.

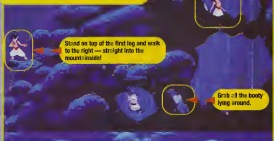
Secret Prize Inside!



There's a building in level 3 that holds a secret. It's right after the two long side-by-side ropes. Drop into the lodge and just walk right in.

Secret Path Through Level 3

There's a secret passageway at the end of the Cave of Wonders that leads through the bottom of the mountain. Follow it to a room of bonus items, then to the opposite side of the lamp.



The Bad Guys



The **Sword Guy**, your most common opponent, can be pesky. Fight him from a crouching position, with quick sword strokes. Use an apple if you're locked in a stalemate.



The **Chubby Guy** stuffs his face with cookies until you approach. Get rid of him with a single sword stroke, or get a cheap laugh by hitting him with an apple.



Don't let the **Stick Guy** get too close. Send apples and attack from a crouch. If time allows, wait for him to come to you.



Geographically, the snake never reaches its full length to attack the hero. If he's on a hill, you may not be able to strike low enough. Still, kill him instead of jumping over him — possibly into a trap.



The **Skeleton** is more of a danger to himself than to you. If you don't kill him as soon as you see him — before he can pull out a bomb and blow himself up — you get nailed by his flying bones.

Those Wacky Bosses

Level 3-1



This goofy little fellow is easy to beat. Stay far back, duck, and rapidly swing your sword while he keeps rolling into it. If you're fast, you can catch

him in the far right corner before he approaches you.

Level 3-2



This guy's just as easy as the last. Stand on the top-right platform and jump over barrels as he throws them, tossing an apple at the peak of each

jump. Don't leap until he throws a barrel, though, or he slings a digger instead.

Level 5



The boss of the Cave of Wonders is also pretty easy. Chase him back and forth as he wrigs from one platform to another, or duck beside the platform on the right and rapidly swing your sword as he comes near. You take some damage with the latter, but you should pull through.

Level 9

If you run out of apples while fighting Iago, more appear over to the side.



Iago is the boss of level 8, but his gimmick is the real problem. Stand just in front of him and throw apples as fast as you can while cutting down the enemies that fly toward you.



Level 10



Jafar's original form is far too easy. Since he tries to pull you toward him, run in the opposite direction. Once you've put some distance between you, barrage him with apples.

But watch out when Jafar turns into a snake! Stand as far away as possible while still keeping him in sight, and toss an apple at him each time you jump a flame.



Aladdin for Super Nintendo: A Whole New World of Gaming

It may not have the Digicel process, but the graphics in the SNES version aren't too shabby. And what it lacks in extra animation, it more than makes up for with smooth moves and top-notch game play. The only problem, in fact, is that there's not enough game play — you should be able to blow through most of the game very quickly, although the final boss will give you some trouble. It's even better than the Genesis one!

But if the marketplace has you down, and you're pulling out your hair over the Genie's lamp, step right up. Have I got a story for you...



SNES Info

PUBLISHER	Capcom
DEVELOPER	Capcom
SUGG. RETAIL	\$64.95
GENRE	action/adventure

The Marketplace



The marketplace has more tricky-to-get-to stuff than any other stage. Here, get a lot of height off the wall peg by hitting the jump button at the zenith of your swing, then hold Left to grab the ledge.



Some one-ups are harder to reach than others. It's possible to get there by hanging from the ledge, dropping to the wall peg, and swinging over. But it's a lot safer to float over on your rug!



This boss is a pushover: Stand on the barrel, jump to avoid his swings until he's close enough for you to handspring off his head. Wait on the canopy until he goes right, then jump back to the barrel.



Getting out of the cave is tricky. To grab the scarab, open the chest, then stand on the chest so you're tall enough to jump for it as it flies by.

Bounce off some poor shopkeeper's head to reach the rug, then float over half the stage with your new mode of transportation!

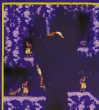


Release the scarab with a handspring off this chest, then handspring off the pole to jump high enough to grab it.



Bonus rounds are very simple: When the Genie's finger is pointing to the item you want, hit the button and wait for the wheel to stop. It just takes good eyes and quick reflexes.

The Cave of Wonders



Getting this one-up is tricky: Bounce off the bat to get high enough to grab the ledge, then swing over — simple, huh?



The one-up in the next part of the stage isn't much easier. You gotta duck to pass under the stone gals.



The treasure room has one — count it — one obstacle: Approach the skeleton guard slowly and, well, you figure it out — you've already done it enough.

Stay about a third of the way from the right edge of the screen during the flight out of the cave. It means you must react faster to twists and turns, but you won't have to worry about lava and rocks.



Inside the Lamp



The tricky part of this stage is the stretch in which the Genie creates each part of the path just as you get to it.



Jump to the playing cards and keep holding the jump button as you handspring. You'll have just enough height to hang in the air long enough for a cloud to appear under you — trust me.



There's a different species of balloon in the second half of the stage, however. You can swing from the string, or handspring off the balloon itself.

Balloons and rings work just like anything else you hang from — except they disappear after a few seconds. So move it!



Jafar's Palace



You get through a long stretch in Jafar's palace by swinging on these lamps — they then fall and burn your enemies!



In the last part of the stage, watch for the fire coming from somewhere below. You can redirect the

falling path by grabbing the rings to move the gadgets in this well.



Jafar — Round 1



Jafar has two methods of attack. When he throws his staff, immediately jump up to avoid the lightning. You can handspring off the staff when he swoops down, then bounce on his head.



Jafar — Round 2



Jafar is down, but not out! Handspring off the eggs he throws at you to reach his head. Again, keep holding the

button when you jump to get maximum height when you spring.





Watch for these boxes — they drop out from under you after a second or so!



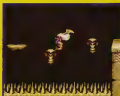
His other weapon is to conjure a swarm of flying pets. Henspring

off them to destroy them before they fill the screen. It's possible to hit Jafar this way, but I wouldn't try it.

The Pyramid



But don't miss the extra heart hidden in the bottom-right chest — just kill the witcher first!



Handspring across these brass cobra heads. Remember: Jump to the cobra and keep holding the jump button as you hit it to get as much height as possible.

There are two ways to reach this one-up depending on whether you have the rug. Swing or flail, the choice is yours.



Whirl out when Jafar ripples his body. Run along the wave, then jump back left to catch the next one — or, if he's close enough, jump to the right and hit Jafar.

As a Last Resort

Of course, if you really have problems, here's a complete list of pass-wards. But remember, winners never cheat, and cheaters never win.



Cave of Wonders



Inside the Loop



Jafar's Palace



Escape from the Cave



The Pyramid



Final Battle

NOW PLAYING

How do you make informed buying decision? By checking out *Now Playing*, that's how! Here's an at-a-glance view of the more than 160 games we've covered in the past six months. Each game includes the issue(s) in which it was covered, our crack staff's overall score (don't think there wasn't fighting going on), and a brief review. Unless otherwise indicated, all Sega games are rated GA. Games for multiple systems are listed together unless published by different companies. New entries are marked by a *.

ArtRazer 2 (Enix for SNES, strategy, 6/12) The sequel to one of the first SNES games is as good as the first. Although the "Saii Wings" aspects of the original are missing, the demon-infested action stages are top notch. **Overall: 85%**

The Addams Family (Ocean for Genesis, review, 6/12) Gomez saves the rest of the clan at what could have been a boring Mario clone. Instead, it's a not-bad, variety-filled game that's complex without being impossible. **Overall: 83%**

● **The Adventures of Dr. Franken** (DMC for SNES, review, 7/1) Help green-skinned Dr. Franken search the world for pieces of his robot girlfriend. DMC targets younger players, but they're the ones most likely to be frustrated by its lack of a password feature. **Overall: 73%**

The Adventures of Rocky & Bullwinkle and Friends (Absolute for Genesis, strategy, 6/12) Moose and Squirmel's first 10-bit can't run much in the graphics department, but it has some very hard — sometimes frustrating — game play. **Overall: 42%**

Aero the Acro-Bat (Sunsoft for Genesis and SNES, Genesis strategy, 6/11) Sunsoft's mascot character is a dervish bat who performs amazing feats while fighting off foes in the Big Top. Great graphics and animation are the highlight. **Overall: 76%**

Aerobiz (Ico for Genesis, review, 6/8) A big-biz simulation in which you start a small airline and work to make it a world power. It's interesting — even a little addictive — although slightly hampered by weak graphics and sound effects. **Overall: 78%**

After Burner III (Sega of America for Sega CD, review, 6/10) Cinematic screens, CD sound, and the Navy's hottest fighter can't save this typical shooter. It's a good shooter, but it's more of a disappointment than a standout. **Overall: 78%**



● **AH-3 Thunderblitz** (JVC for Sega CD, review, 7/1) So it's not a light sim — no big deal. Despite a few annoying quirks, it flies like a dream. Thunderblitz is hard-core action at its finest. **Overall: 90%**



Aladdin (Sega of America for Genesis, strategy, 6/11) One of the best action games ever, this one has incredible graphics and animation (thanks to Virgin's Digital process). Lots of humor, and, of course, great action. **Overall: 95%**

● **Aladdin** (Capcom for SNES, review, 7/1) This is the one without Digital animation, but who cares? It's got smooth moves, lots of personality, and a final boss that's better than the Genesis version. Its only drawback is that it's too short and easy. **Overall: 85%**

Alien 3 (Acclaim for SNES, strategy, 6/8) Intense action for those "Barnum!" types who love to waste anything that moves. The 1992 movie becomes an adrenaline-boosting game with good music... and tons and tons of skeletons. Don't expect to finish 183! **Overall: 84%**

Amazing Tennis (Absolute for Genesis, sports, 6/8) Not as good as the SNES version, but still featuring large, thickie graphics and realistic ball-and-racket sound effects. Although the player at the court is at a disadvantage, this one is aces. **Overall: 79%**

Avenging Spirit (Jaleco for Game Boy, review, 6/10) You're dead, you see. But you still have to rescue a maiden in distress. Good graphics and an inventive storyline help this one stand more than a ghost of a chance against the competition. **Overall: 74%**

Awesome Possum (Tengen for Genesis, strategy, 6/12) This ecologically correct crusader wants to rid the world of polluters. You'll just want to shut him up — he talks constantly through four worlds of these levels each. **Overall: 60%**

● **AWP Pro Moves Soccer** (ASCII for Genesis, sports, 7/1) Lots of extra features can't make up for frustrating game play. It's got a low porting, however, so if you can get used to the strange moves, you might consider it a bargain. **Overall: 60%**

B.O.B. (Electronic Arts for Genesis, strategy, 6/8) Cruising through the universe, B.O.B. has a galactic tender-bender and most head for the nearest space port. Sounds simple, but there are 40+ levels of solid, challenging game play. (Also available for SNES.) **Overall: 70%**

Bart's Nightmare (Flying Edge for Genesis, strategy, 6/10) Join Bart's search for homework through five Simpsons-filled worlds. "Windy World" is repetitive, and "The Temple of Mapple" is impossible, but the rest are a wacky treat. (Also available for SNES.) **Overall: 70%**

Baseball 4 (Jaleco for NES, sports, 6/8) Combining the action of the original with the approach and perspective of the third installment, it still has the most realistic video-game pitcher/batter competition, but it could use a facelift. **Overall: 67%**

● **Batman: The Animated Series** (Konami for Game Boy, review, 7/1) There aren't many new action-adventures for Game Boy, and this one's no bad. But you'll strain your eyes controlling these daff characters. **Overall: 70%**

Batman Returns CD (Sega of America for Sega CD, review, 6/8) Kurosawa takes his Genesis version of the 1992 movie and takes on cinema screens and a driving stage. It's good, but it could have been a lot better. **Overall: 68%**

Battle Cars (Namco for SNES, review, 6/10) This big, bad, ballistic driving game takes the best of racing favorites and adds tons of other options. Its blow-up-the-other-guy fun is definitely a must-play for racing fans. **Overall: 85%**

Battlelords in Ragnarok's World (Tradeview for Game Boy, strategy, 6/8) When the Dark Queen kidnaps Zitz, Purple, and Princess Angelica, it's Rash to the rescue. Use his kicks, punches, and slams — and your own respectable timing — to save 'em! **Overall: 70%**

● **Beauty and the Beast: Belle's Quest** (Sunsoft for Genesis, review, 7/1) Although it's a relatively easy game, the graphics and well-crafted mix of problem-solving and arcade-action make this one worth your time. **Overall: 83%**

● **Beauty and the Beast: How of the Beast** (Sunsoft for Genesis, review, 7/1) The graphics may be beautiful, but the controls are a beast. Combine that with its repetitive nature, and this game may have you pulling out your fur — er, hair. **Overall: 51%**

BH Walsh College Football (Electronic Arts for Genesis, sports, 6/10) Including last year's top 24 college teams plus another two dozen all-time best, this one really shines. The overall effect is a more exciting, emotional game than John Madden (4-Way Play compatible). **Overall: 83%**

Big Metal (Activision for Super NES, strategy, 6/12) Your mission: Destroy the alien BigMetals within 30 hours. Die-hard arcade fans might find the stages short in this souped-up shooter, but the challenge makes up for it. **Overall: 70%**

Bomber Man II (udson Soft for NES, review, 6/8) More explosive fun as you bomb your enemies into bits with the addictively frenetic puzzle game — not complicated, but challenging. Lots of levels keeps you hooked. It's a blast! **Overall: 67%**

Boxing Legends of the Ring (ElectronBrain for Genesis and SNES, sports, 6/10) Eight of the best boxers fight it out in the ring, which features huge characters and a first-person perspective. It packs a punch for boxing fans and novices alike. **Overall: 83%**

Bram Stoker's Dracula (Sony Imagesoft for Sega CD and Genesis, CD, 6/10, Genesis, 6/12) Jonathan Harker's out for blood in this movie adaptation. Sure, the graphics are nice, but these games really lack bad Sega CD 66%; **Genesis: 54%**

Cacoma Knight in Bizarroland (Sela for SNES, review, 6/10) A variation of the QIX, this one's a fun adventure with onop graphics, three difficulty levels, a nice, simple concept, and a whole bunch of puzzles. **Overall: 62%**

Captain America and the Avengers (Mindscape for SNES, review, 6/12) Basic when compared to other recent comic-book-based games, but it has an old-time comic-book feel. Special moves keep it interesting. **Overall: 83%**

Championship Pool (Mindscape for SNES, strategy, 6/12) A little rough around the edges, but it has just about every game-play option you could want — and then some! Perfect for serious pool players who can't afford a table. **Overall: 79%**

Clay Fighter (Interplay for SNES, strategy, 6/10) The title's self-explanatory, really. Playdough fighters take on formidable combat. Its quirky characters and set-

things work in its favor — and another player can jump in at any time with the "join-in" feature.

Overall: 82%

Cliffhanger (Sony Imagesoft for SNES, review, 8/1/12) Stallone's movie becomes a sub-standard back-up-the-bad-guy game that basically follows the same plot. The play control is sluggish and you can't save game progress, so it gets frustrating fast.

Overall: 40%

Cool Spot (Virgin Interactive for SNES, strategy, 6/6/9) Spot's personality pulls this one up from your typical Spot-rescues-fellow-Spot game. He keeps, he yo-yos, he keeps time to make: Cool Spot. (Also available for Genesis.)

Overall: 84%

Cool World (Dosen for SNES, strategy, 8/8/1). In this tedious action adventure — which could use a heavy dose of strategy — Jack Osbourne has to keep Holly Wood and the rest of her cartoon buddies from taking over the real world. (Also available for NES and Game Boy.)

Overall: 52%

Cyberman (Konami for SNES, review, 8/8/8) The point is to dress up in a robot suit and blast everything in sight. But the effectiveness of the kill-'em-all pace is hampered by animated sequences explaining the mission.

Overall: 55%

Duffy Duck: The Martian Missions (Sunsoft for SNES, strategy, 8/1/12) Based on the cartoon "Duck Dodgers in the 24 1/2 Century," Duffy tries to keep Marvin from blowing up Earth in 20 levels of nonsensical action, wacky humor, and excellent graphics.

Overall: 79%

● **Dashin' Desperados** (Data East for Genesis, review, 7/1/1) If you overlook the overbearing goofiness of the game — that the whole plot revolves around a couple of cowpokes competing in foot races — it's pretty amusing.

Overall: 71%

Double Dragon (Virgin Interactive for Game Gear, strategy, 6/8/1) It hasn't lost its charm even after all these years! The graphics won't disappoint you, although the movement could be a little faster.

Overall: 75%

Dungeon Master (JVC for SNES, review, 8/1/11) This PC translation takes place entirely in one enormous maze, and you must meticulously map every cdt. As you work deeper into the place, the puzzles get handily difficult.

Overall: 69%



Eternal Champions (Sega of America for Genesis, strategy, 6/1/1, special section, 8/1/12) As 11-fighter tournament game that takes the best qualities of the leading fighting games and adds new features. Mini/Overall: 92%

E.V.O.: The Search for Eden (Enix for SNES, strategy, 8/8/9) Work your way from little fish to upright life form in this primeval game — where only the strongest and fittest survive. Very inventive, very playable, very much fun.

Overall: 81%

Ex-Mutants (Sega of America for Genesis, strategy, 6/8/1) The mutated remnants of mankind star in a standard side-scrolling action game. Dedicated fans of the comic book may find it a bit unwielding — anyone else will just be bored.

Overall: 46%



● **FIFA International Soccer** (Electronic Arts for Genesis, sports, 7/1/1) EA's first soccer sim definitely scores, with detailed and diverse animation, stellar sound effects, a bunch of options, and — most

importantly — easy-to-master game play that's totally true to the sport.

Overall: 90%

Final Fight CD (Sega of America for Sega CD, strategy, 6/8/1) Everything from the SNES version is here, plus extras from the coin-op version such as Guy, the hero you've seen only in arcades. (Gotta love it!)

Overall: 86%

Fire 'N' Ice (Teamo for NES, review, 6/6/9) A puzzle game without fancy graphics or play control — just an enjoyable game in which you push, create, and destroy various blocks of ice to extinguish the Flame Monsters.

Overall: 69%

Football Fury (American Sammy for SNES, sports, 6/1/1) Fake teams, fake players, fake strategy. It's simplistic without any real depth or special touches. Keep it out of your playbook — life's too short to spend time on it.

Overall: 28%

G-LDC (Sega of America for Genesis, review, 8/8/1) Head-on, in-your-face, shoot-'em-up action that's almost just like in the arcades. But your perspective is often from a rear or behind-the-plane view, which is really annoying.

Overall: 61%

● **Gauntlet IV** (Teigen for Genesis, review, 7/1/1) To update the arcade game, Teigen adds three new play modes as well as making the game compatible with Sega's Team Player adapter. It's Gauntlet, if you like that sort of thing — and we do.

Overall: 80%

Gear Works (Sony Imagesoft for Game Gear, review, 8/1/10) Start with a screen full of pegs, on which hang two more red pegs. Your goal is to hook up gears until all the red ones are turning. Challenging — and more fun than it sounds like.

Overall: 74%

General Chaos (Electronic Arts for Genesis, strategy, 6/1/1) Whether fighting the computer or head-to-head against other players, the principle is the same — two teams, one battlefield, and the last survivor wins. 16-Bit Play compatible.)

Overall: 77%

Global Guardians (Virgin Interactive for Game Gear, strategy, 6/8/1) This translation of the Genesis game doesn't sacrifice much in the way of graphics or sound. The characters may be a little slower — but some players might consider that a blessing in disguise.

Overall: 80%

Goof Troop (Capcom for SNES, strategy, 6/6/9) Goofy and Max embark on a quest to stop Koolhaud Pester from taking over Spoonerville. Zeldas fans will feel right at home with this solid adventure that relies more on puzzles than action.

Overall: 74%

Hunting Starling Patterguy (Electronic Arts for Genesis, strategy, 6/1/10) As the title ghost, you must escape the Sardinia clan out of its house, room by room. A neat premise hampered by so-so graphics and repetitive game play.

Overall: 78%

The Humans (Sametrek for Genesis, strategy, 6/8/1) This game takes the Labyrinth concept and works it by having the plot on the development of the human race. It's a structured and entertaining strategy game with a lot of humor.

Overall: 81%

The Incredible Crash Dummies (Acclaim for SNES, review, 8/1/12) Travel through four zones — each with a time limit, multiple stages, a boss to dismantle, and a bonus stage. "Extras" like hidden screens help this one out. (Also available for NES and Game Boy.)

Overall: 68%

Indiana Jones and the Last Crusade (Jale Soft for NES, strategy, 6/1/1). As in the 1989 movie, Indy is on a quest to find the Holy Grail and save his father, Prof. Henry Jones. It's a nitpick, but it's nowhere near as good as watching the video.

Overall: 52%

Jaguar LJ220 (JVC for Sega CD, review, 6/6/1) Spin around 32 world race courses against a field of 19 top drivers. The graphics are fine, and the Jag easy to handle. It doesn't break new ground, but you can stay in the driver's seat for a good while.

Overall: 60%

Jungle Strike (Electronic Arts for Genesis, strategy, 6/8/1) A worthy successor to EA's Desert Strike — in fact it's the same game, only different, with twice as many missions and a few extra vehicles to pilot.

Overall: 65%

Jurassic Park (Sega of America for Genesis, strategy, 6/1/1) In the huge sea of JP paraphernalia, this one stands out. If for no other reason (than it lets you ride to Dr. Grant as the raptor. Hey — sometimes, it's enough).

Overall: 74%

Jurassic Park (Dosen for SNES, NES, and Game Boy, special section) Dr. Grant loves dinosaurs — unless they're trying to eat him. So the paleontologist heads out for a little big game hunting — bingo game.

SNES: 80% NES: 65% Game Boy: 63%

Kendo Rage (Seta for SNES, review, 6/1/1) A cold game about Kiyomichi, the art of the sword. It has crisp graphics, a female heroine, and some interesting enemies — including a women's volleyball team with really apish.

Overall: 70%

King of the Monsters (Takara for Genesis, review, 6/1/12) Four super-monsters fight each other while being attacked by airplanes, tanks, and other weapons of war. But the whole thing seems generic: the fighters are alike, the cities are alike.

Overall: 50%

Kirby's Adventure (Nintendo of America for NES, strategy, 6/6/9) Based on characters introduced in a Game Boy title, this one's geared toward younger gamers. But the unique attacks and tons of hidden bonuses make it a game to be enjoyed by all.

Overall: 82%

Krusty's Fun House (Flying Edge for Game Gear, review, 6/8/9) A great game that not only captures the hysterical absurdity of the TV show, but also lets you kill rats in lots of inventive ways. (Also available for Genesis, SNES, NES, and Game Boy.)

Overall: 81%

Land of Illusion (Sega of America for Game Gear, review, 6/8/9) After you notice the great graphics, you'll realize that Mickey's as easy as pie to control, making it a blast to play. Also — it's also too easy. (Also available for Genesis.)

Overall: 76%

The Last Action Hero (Sony Imagesoft for Game Gear, strategy, 6/1/10) Not "action" after all — you collect tickets to help you collect the tools you need to finish a stage. It's more like the Last Strategy Hero, with puzzles likely to be its only real pitfall.

Overall: 19%

● **The Last Action Hero** (Sony Imagesoft for SNES, review, 7/1/1) If dull, tedious and frustration-filled fight games are your thing, Last Action Hero is what you're looking for. Quite frankly, it's a flop — just like the movie.

Overall: 33%

● **The Lawnmower Man** (THQ for SNES, review, 7/1/1) Players who crave 16 excitement can satisfy their

cyber-apprises with this one. Although it's no "complete" virtual world, it's about as close as you can find.

Overall: 74%



The Legend of Zelda: Link's Awakening (Nintendo of America for Game Boy, review, 6/11) Long overdue for Game Boy, this RPG has very good graphics and music that remain true to the series — and there aren't any signs that Nintendo scaled it down to fit the Game Boy.

Overall: 90%

Leemings (Ocean for Game Boy, special section, 6/11) It's been an every system from PC to NES... now it's Game Boy's turn to get this spring strategy game. If 100+ levels of frenzied puzzles sound like your idea of fun, take a walk on the wild side!

Overall: 82%

Lethal Enforcers (MA-17) (Konami for Genesis, strategy, 6/11) Robbers, hacking, drugs — now there's gaming! A faithful adaptation of the arcade hit with terrific digitized graphics and its own gun, KIX, will kill.

Overall: 84%

Lock-On (Vic Tokai for SNES, review, 6/12) Combining air combat with ground-attack strike mission, the pace is fast! — There are 22 enemies to destroy in your first mission! No a password feature, however, so load up on weapons!

Overall: 88%

● **Lufia & the Fortress of Doom** (Taito for SNES, review, 7/1) From its detailed graphics to its immense size, Lufia is hot! If you think the age-old confrontation between good and evil has been done to death, give it a try. It's as good an RPG as you could hope for.

Overall: 90%

Legend (Selva for SNES, strategy, 6/12) Two heroes try to keep an evil leader from taking over their land —

who, sounds like an RPG to tell its strength is in its weird good looks. But get used to those jump-loops. You do them incessantly.

Overall: 80%

Mad Dog McCre (American Laser Games for Sega CD, strategy, 6/12) Journey back to the Old West and then try to destroy everyone in it. The graphics aren't quite as good as in the arcades, but the full-motion video killer is pretty fun.

Overall: 83%

Madden NFL '94 (Electronic Arts for SNES, sports, 6/11) Teams and speed 80 teams! Fast paced. Add an NFL license, new visuals, and full-season play, and let's control! This one's got everything but solid artificial intelligence.

Overall: 87%

Magic Boy (JVC for SNES, review, 6/12) As a wizard's apprentice, you've just made a drastic mistake in a spell and have turned cats into into men monsters. This puzzle challenges you to turn them back. A colorful, nicely done game.

Overall: 76%

● **Mario's Time Machine** (The Software Toolworks for SNES, review, 7/1) This education game has good audio and visuals, but since it's a short game that's highly linear, most kids will play through it only once or twice. It's best for family and classroom use.

Overall: 75%

● **Mega Man 6** (Capcom for NES, strategy, 7/1) Dr. Wily's about to unleash a new crew of robot villains on a peaceful world... and you know who can stop him. You've seen the framework before, but the it's still the one.

Overall: 88%

● **Mega Man X** (Capcom for SNES, review & special section, 7/1) It was a long time coming, but definitely worth the wait. Here's a near-perfect cast with classic game play, excellent graphics and sound, and tons of hidden items and power-ups. Whew!

Overall: 95%

Micro Machines (CodeMasters for Genesis, review, 6/12) Who needs hot asphalt when you can race across school desks and pool tables? There's no way you're going to tire of this game (no pun intended). Original, fun, humorous, and colorful!

Overall: 79%

Mr. Nutz (Ocean for SNES, special section, 6/11) The irrepressible defender of the forest, already a cable TV star in the U.K., this for the U.S. market is a fairly standard action adventure. Not bad, but undistinguished.

Overall: 77%

Monday Night Football (Zeln East for SNES, sports, 6/11) Here's a genuine sim that doesn't take advantage of its recognizable license, limited digitized voice, poor on-screen screens, and no NFL or player's license too!

Overall: 43%



Mortal Kombat — SNES and Genesis, Sega versions MA-13 (Acclaim for SNES, Genesis, Game Boy, and Game Gear; strategy, 6/10) Bone-crunching action — and blood for the Segas! — makes this one of the top Love those finishing moves!

Genesis: 90%

Game Boy: 82%

NFL Football (Konami for SNES, sports, 6/12) Impressive looking (Mode 7) and sounding (hot FX) but NFL is tackled at the scrimmage by jumpy animation and poor play control — it's just too hard to track your man.

Overall: 68%

NFL Quarterback Club (Acclaim for Game Boy, sports, 6/12) Not a sports sim, but a competition of the NFL's top 13 QBs. Send your team into four events that test his skills against the pack. Since players don't retain actual strengths and weaknesses, there's not much to it.

Overall: 48%

GAMES GALORE

Wheel Of Fortune 1	\$49.00	Coed Sport CD	\$49.00	Last Crusade	\$44.00	Strike 2	\$49.00	Amazing Stories	\$49.00	FFD Quarterback	\$50.00
Wheel Of Fortune 2	\$49.00	Cyborg Justice	\$49.00	Mickey's World Of Ill	\$44.00	Superman	\$49.00	Amnesia-Darkness	\$50.00	Quarterback Club	\$50.00
SEGA • ADVENTURE											
Adventure Family	\$41.00	Destiny Desperado	\$49.00	Mickey's Little Chell	\$49.00	Sylvester & Tweety	\$49.00	Best Of The Best	\$49.00	Rage In The Cage	\$49.00
AVO Pinheads CD	\$42.00	Double Switch CD	\$49.00	Mickey Island CD	\$43.00	Tomb Raider	\$49.00	Best Of The Best	\$49.00	Red 3	\$49.00
Avenger's Assault	\$49.00	Dynasty CD	\$49.00	Phantas Gold	\$49.00	Tommy Hunter	\$49.00	Bulls vs Sharks	\$50.00	Reign Of Blood	\$49.00
Battle	\$43.00	Discus Unleashed	\$49.00	Pink Panther	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl	\$49.00
Battle vs Space Mutants	\$43.00	Elemental Master	\$49.00	Pinhead 2	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl Impact	\$49.00
Beethoven Fortune	\$45.00	Fate Of Atlantis	\$49.00	Pinhead 3	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl II	\$49.00
Beethoven Fortune CD	\$45.00	Flintstones	\$49.00	Pinhead 4	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl III	\$49.00
Burial Ground	\$49.00	Flintstones	\$49.00	Pinhead 5	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl IV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 6	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl V	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 7	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl VI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 8	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl VII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 9	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl VIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 10	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl IX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 11	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl X	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 12	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 13	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 14	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 15	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 16	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 17	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 18	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 19	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 20	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 21	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 22	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 23	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 24	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 25	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 26	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 27	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 28	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 29	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 30	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 31	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 32	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 33	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 34	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 35	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 36	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 37	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 38	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 39	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 40	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XXXIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 41	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XL	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 42	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 43	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 44	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 45	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 46	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 47	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 48	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 49	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 50	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl XLIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 51	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl L	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 52	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 53	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 54	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 55	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 56	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 57	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 58	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 59	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 60	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 61	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 62	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 63	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 64	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 65	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 66	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 67	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 68	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 69	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 70	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 71	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 72	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 73	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 74	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 75	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 76	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 77	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 78	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 79	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 80	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 81	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 82	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 83	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 84	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 85	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 86	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 87	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 88	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 89	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 90	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 91	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 92	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 93	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 94	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 95	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXIV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 96	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXV	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 97	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXVI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 98	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXVII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 99	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXVIII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 100	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXIX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 101	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXX	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 102	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXXI	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00	Pinhead 103	\$49.00	Time Trial	\$49.00	Champion Bowling	\$49.00	Super Bowl LXXXXXII	\$49.00
Butterfly	\$44.00	Flintstones	\$49.00								



NHL Hockey '94 (Electronic Arts for Genesis, sports, 6411) The answer to hockey fan's dreams — this one features a NHL and NHLA license, quarter-pros, and non-offensive weapons (silly) (4-Way Play compatible) **Overall: 91%**

Operation Logic Bomb (Jaleco for SNES, review, 648) Basically an action game, but there's a certain amount of reasoning required in this an overall strong, interesting game. Big flow, a limited continuous feature. **Overall: 86%**

Out to Lunch (Mindscape for SNES, review, 6412) You're looking in 48 levels for ingredients for your famous soup. Once you find a vegetable or other item, cage it, then head off again. Nonviolent, sort of fun, and kind of clever. **Overall: 82%**

Outrun 2019 (Sega of America for Genesis, review, 6413) Sure, the car's fast, but that's the only challenge in the game. You don't even race opponents — only the clock. The only special features seem to be afterthoughts. (b) **Overall: 38%**

P.T.O. (Koei for Genesis, strategy, 6410) Not quite up to the standards of Koei's other historic simulations, but armchair admirals will get a kick out of this warfare game involving the Pacific Campaign in WWII. (Also available for SNES.) **Overall: 77%**

Pac-Attack (Namco for SNES, review, 6410) The Pac is back in a Tetris-type game with bright, colorful graphics. The two-player option is always short, however, because critters are constantly dropping, making it hard to plan future moves. **Overall: 87%**

Paleo's Quest (Enix for SNES, strategy, 741) If you like your RPGs big, don't miss this one. The familiar elements of combat, adventures, puzzles, and magic are given a fresh twist that makes the game interesting for both novices and experts. **Overall: 83%**

Paperboy 2 (Tengen for Game Gear, review, 6412) Deliver the local news while you dodge skateboards, dogs, and other obstacles. If you liked it for other systems, you'll like this, too. But if you already own it, you don't need another. (Also available for Genesis, SNES (7), NES, and Game Boy.) **Overall: 47%**

Pink Goes to Hollywood (Technik for Genesis, review, 741) You steer the Pink Panther across nine different movie sets, each with its own Cousins boss. Tongue-in-cheek instead of action-packed. It's a good diversion. **Overall: 88%**

Pirates! Gold (MicroProse for Genesis, review, 741, strategy, 6412) This faithful PC translation lets you take and pilage to your heart's content — no two adventures are ever the same! It's easy to get into — and hard to put down. **Overall: 89%**

Pro Sport Hockey (Jaleco for SNES, sports, 741) This isn't an unfortunately checked by weak game play. You've got large characters, but they're so slow — and there's limited shot selection, too. Bad ice. **Overall: 49%**

Race Driver (Tengen for Genesis, review, 6412) In general, *Race Driver* doesn't capture the realism and excitement of its arcade counterpart. But for armchair racers, it's worth your time to buckle up and give it a test drive. **Overall: 63%**

Raging Fighter (Konami for Game Boy, review, 648) A rare bird — an action title for Game Boy. The one-on-

one fighting has large characters, each with 20-40 attack moves. Players have a lot of options — and a lot of combat ahead. **Overall: 79%**

Ranma 1/2 (OTMO for SNES, review, 741) Ranma 1/2 is both a satire of Street Fighter-esque fighting games and an interesting competitor in the genre. It's very Japanese, but who could resist cuddling up in the ring with a giant panda? **Overall: 84%**

RBI Baseball '93 (Tengen for Genesis, sports, 648) This is the authentic game as RBI 4-Play '92, with only minor changes such as a 1992 team roster. "Create your own team" and "holding practice" options have also been added. **Overall: 72%**

Rin & Shirley: The Quest for the Shaven Yak (Sega of America for Game Gear, review, 741) Stop watching the reruns and play the game! Sega's first RGS game is much fun and it like recent THQ games for Nintendo formats. ably captures the feel of the cartoons. **Overall: 84%**

The Ren & Stimpy Show: Buckaroo! (THQ for NES, review, 741) Even if this weren't a sold game based on real RGS cartoons, NES fans would want it just because if a new game for the system. But, hey — it's a good old-fashioned puzzle, too. **Overall: 75%**

Rex Racer — Experimental Surgeon (Rayo Systems for SNES, review, 6412) If you want to learn of the dangers of smoking from a video game instead of health reports, here's the place to do it. Rex does a decent job decoding dull stats into an action game. **Overall: 63%**

Riddick Bove Bowling (Extreme for SNES, sports, 741) The latest in a long line of average bowling simulations. (Bove isn't bad — it's just been done before. Create a fighter, then go for the title. Stop me if you've heard it before. **Overall: 53%**

Rock n' Roll Racing (Interplay for SNES, review, 643) If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one. Lots of replay. **Overall: 86%**



Rocket Knight Adventures (Konami for Genesis, strategy, 641, review, 6412) This one gives you the classic game play that established Konami in the early days, as well as the 16-bit state-of-the-art technology of today. And hey — you're a peasant! **Overall: 90%**

Rocky Rascal (Irem for SNES, strategy, 6411) OK, you're a rodent in search of pizza. You're fast, and you're up against the mob. You have an arsenal of killer hammers. We're not making this up. Give it a go. **Overall: 71%**



The Secret of Mana (Square Soft for SNES, strategy, 6412) Let's cut it for the chase: here's one of the best SNES RPGs ever. It's huge, and the graphics are lush and large. The arcade-style combat is smooth and challenging. Don't miss it! **Overall: 93%**

The 7th Saga (Enix for SNES, strategy, 648) Another sprawling RPG from Enix, this one distinguishes itself because the game follows slightly different paths depending on which of the several characters you choose — adding unheard-of replay value! **Overall: 86%**

Sherlock Holmes Consulting Detective Vol. 2 (Sega

of America for Sega CD, review, 6411). This second in the series is basically the same as the first — digitized video of actors revealing clues to solve mysteries. Once you've solved them — or maybe even before — you're through with the game. **Overall: 68%**



Shining Force (Sega of America for Genesis, special section, 648) You and your party of adventurers must fight off hordes of Runic soldiers to reach the evil Dragon in this shining example of an RPG, the sequel to *Shining in the Darkness*. **Overall: 94%**

Shinobi 3 (Sega of America for Genesis, strategy, 643) The Musashi-sabotage returns! There's a kidnapped girlfriend to rescue by this time — it's just you against the forces of evil. The third adventure is a nice action in space. **Overall: 81%**

Side Pocket (Data East for SNES, strategy, 6412) Side Pocket's sleek, with excellent graphics of both the table and the between-round babe. But despite its easy interface, it's not really a pool simulation — just a fun distraction. **Overall: 87%**

Silphard (Sega of America for Sega CD, strategy, 6412) The one's translated from the original PC arcade shooter — and we mean "shooter" in the sense of an auto-fire controller. You can't let up until Earth's back in trendy hands. **Overall: 84%**

Simulac (Maze for SNES, strategy, 741) Here's your chance to rule a colony of black ants — we know you've wanted to. Actually the PC translation takes you inside the hill, so to speak, to help your colony prosper. It's complex yet still goofy enough to keep you coming back. **Overall: 74%**



Sonic CD (Sega of America for Sega CD, strategy, 741) The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but it's snickered to the top for a very good reason. Our 1993 CD Game of the Year. **Overall: 91%**

Sonic Chase (Sega of America for Game Gear, strategy, 6411) Dr. Robotnik's after-entrails and Sonic's after naps. Some things never change. Tails is around in this one, too, but only Sonic can reach the special, emerald-laden levels. **Overall: 84%**

Sonic Spinball (Sega of America for Genesis, strategy, 6411) Forest creatures are enslaved in a giant pinball machine. Naturally, it's Sonic to the rescue complete with a new Super Spin Attack. Definitely fun. **Overall: 87%**

Speedy Gonzales (Sunsoft for Game Boy, strategy, 640) The Mexican mouse gets his first starring role, but guess what? He's rescuing kidnapped friends. Lots of levels, easy play control, and a continue option keep you playing. **Overall: 73%**

Spellcraft (Acgi for SNES, review, 6412) A good game, but barely generic — and dated. The easy "cook-book" approach to spellcasting is nice, but that's really its only original element. It can't compete with more up-to-date RPGs. **Overall: 61%**

Spider-Man 3: Invasion of the Spider-Slayers (LJN for Game Boy, review, 648) L.J.N.'s third G3 Spider-Man is true to the comic books — so true that you can find clues for solving the game in Marvel's Amazing Spider-Man issues 366 to 373. But the graphics and character movements could sure use some refining. **Overall: 46%**

Spider-Man and X-Men (Flying Edge for Genesis, strategy, \$11). A terrific concept turns into a not-too-good game. When this X-Men dupegoose, Spidey and the crew try to spend the plot. Too hard to contribute, and you have to repeat the first boring level too often. **Overall: 55%**

Spilthorpe 3 (JMA-13) (Merica for Genesis, strategy, \$10). Now that you're a family man, you might think your demo-days are over. Think again. The nightmare's back in this gruesome game and the blood flows freely. **Overall: 75%**

Star Trek: The Next Generation (Absolute for MSX, review, \$11). A decent space-combat simulator, it's not bad. But as a translation of the TV series, it falls short. Who cares what Picard says — kill the alien racist Ali of ten! **Overall: 50%**



Street Fighter II Turbo (Capcom for SNES, strategy, \$10). This time around, your opponents know new moves and use the old ones in new ways — and you've never had this kind of speed before. You control the bosses, too. **Overall: 97%**



Street Fighter Special Champion Edition (Capcom for Genesis, strategy, \$11). The Genesis version was worth the wait — not only do you get all new moves, but you can also play bonus stages missing from the SNES version. **Overall: 90%**

Strider Returns (J. S. Gold for Genesis, strategy, \$10). This Strider just emphasizes the overall action and entertainment of the series. With a new "reverser" sword, Strider can really clean up — but punks can use the original instead. **Overall: 72%**

Summer Challenge (Accolade for Genesis, sports, \$10). Ten players compete in eight different Olympic events, a good mix of simple and dauntingly complex. It's something to try if you can't make this cut for Atlanta. **Overall: 54%**

Super Aquatics (Selkie for SNES, review, \$10). The *James Bond Aquatics* make their crossover debut on SNES in a twist on Olympic-competition games. It's amusing — but not as exciting as a true sports sim. For one or two players. **Overall: 56%**

Super Baseball 2020 (Electronic Arts for Genesis, sports, \$10). Unlike the SNES version, this translation of the NEO-Geo robotic-baseball game uses "crackers" — land mines placed on the field. The graphics aren't much, though. **Overall: 64%**

Super Baseball 2020 (Tradewest for SNES, sports, \$10). Don't look for the bestest, just grab some humans and robots and play (armored) ball. It's the ideal game if you're looking for mindless fun, and you don't want to get mixed in stats and strategy. **SNES Overall: 79%**

● **Super Bateria 2** (Accolade for SNES, review, \$11). Who says sequels aren't better than the original? Super Bateria 2 has more of everything than the original. Still, the action gets repetitive after the first night-to-night sessions. **Overall: 72%**



Super Black Ops (Hot-B for SNES, review, \$10). Well, first you've got to want to fish — but not actually in the water. Once that's out of the way, you'll find everything really perfect in this simulation. If you enjoy the sport, you'll enjoy the game. **Overall: 93%**

Super Bomberman (Hudson Soft for SNES, strategy, \$10). It may be based on an old NES puzzle game, but the multi-player option turns this into an awesomely addictive blast. Once you and your friends live into a few rounds, you'll be hooked. (Multi-Tap compatible) **Overall: 87%**

Super Caesar's Palace (Virgin Interactive for SNES, review, \$10). Grab \$2,000 and tempt fate with games of video poker, Red Dog, slots, horse racing, craps, blackjack, roulette, and keno. That gamewheel feature isn't the only reason you'll be coming back. **Overall: 86%**

Super Empire Strikes Back (JVC for SNES, strategy, \$10). This *Star Wars* sequel boasts the same fantastic graphics and movie-quality soundtrack of the first. You go from Hoth to Eopiebia to Cloud City until you take on Darth Vader mano-a-mano. **Overall: 85%**

Super High Impact Football (Accolade for SNES, sports, \$10). If you demand strategy from your football video games, this probably isn't for you. But if you're looking for a excuse to kick in someone's teeth, why not do it on the gridiron? **Overall: 72%**

Super Ninja Boy (Culture Brain for SNES, review, \$10). If you enjoy big quest games that take a while to finish, but you want more action out of the experience, try this one. It's not best for play, and the fights are interesting. **Overall: 65%**

Super Off Road: The Baja (Tradewest for SNES, review, \$11). A realistic simulator set on the track of off-road's most prestigious event. Listen to *Star Wars*'s advice, then go head-to-head with the competition, or compete against a "ghost" of another player's trail. **Overall: 72%**

Super Wideland (Aulus for SNES, strategy, \$10). Guide the little purple transformer through 12 levels of galactic action, using strategy to decide how best to adapt your purple alien. It's an easy game in the A Boy and His Blob mode. **Overall: 85%**

Surf Ninjas (Sega of America for Game Gear, strategy, \$10). It has a good share of action, and icons and special items help you on your quest, which follows the movie plot. But all in all, *Surf Ninjas* winds up beached. **Overall: 57%**

Technoclash (Electronic Arts for Genesis, review, \$10). Although it's basically an action game, there are hefty RPG and adventure elements. Loads of spells, and a neat two-player mode that lets you play with the computer. **Overall: 61%**



● **TMNT: Tournament Fighters** (Korams for Genesis and SNES, SNES strategy, \$10). Genesis review, \$11). The Turtles are all grown up — but still looking for a good brawl. The SNES version gives you ten fighters to the Genesis's eight, and its graphics are much better, too. There's no clear winner when between the fighting starts. **SNES: 92% Genesis: 89%**

The Terminator (Mindscape for SNES, strategy, \$10). Remember when *The Terminator* was a bad guy? That's the (maybe) hook for this game, in which the killing machine trails you from nuclear-devastated 2029 through 1984's gritty urban landscapes. **Overall: 40%**

Tesseract (Ganzteck for Game Gear, review, \$10). You jump tiles in this puzzle game — lots and lots of tiles, all different colors, until you clear boards of them. It's

a solid game with a lot of replay value, but the learning curve's a little steep. **Overall: 66%**

Time Killers (THQ for Genesis, strategy, \$10). This translation of the coin-op hit has smaller characters, and the graphics have suffered a little, but little else differs. Eight warriors from throughout the ages mix it up. Come out fighting! **Overall: 58%**

Tam & Jerry: The Movie (Sega of America for Game Gear, strategy, \$10). Rooted in the cat-bat-house tradition, *T&J* captures that Saturday morning spirit with cartoonish graphics and hectic, bounce-back violence. Not much originality, though. **Overall: 44%**

Tony Meola's Sidekicks Soccer (Electra Brain for SNES, sports, \$11). A super-fast-paced, 3-meg simulation for one or two players that's also easy to learn. There's a wide diversity of scoring, but defensive play isn't so short. **Overall: 72%**

Top Rank Tennis (Nintendo of America for Game Boy, sports, \$10). Top Rank Tennis is a great game — it's just hard on the eyes. It gives you lots of interesting features, a behind-the-net court-player perspective, and solid sound. But bring your glasses! **Overall: 78%**

Top Gear 2 (Merica for SNES, review, \$11). A great racing game has been made better, with 64 tracks and 16 countries. You can race on the full screen even in one-player mode. This time around, and the split-screen two-player mode's still hot. **Overall: 85%**

● **Total Carnage** (Malibu for SNES, review, \$11). It's all about staying alive while shooting everything in sight. Sure, it's a pretty generic arcade-shoot premise, but if you're big finger is itchy, here's the scratcher! It needs. **Overall: 77%**

Based on our sales for November

- 1 Madden NFL '94** (Genesis)
Electronic Arts
- 2 Tecmo Super Bowl** (Genesis)
Tecmo
- 3 NFL Football '94 Starring Joe Montana** (Genesis)
Sega of America
- 4 Mortal Kombat** (Genesis)
Acclaim
- 5 NHLPA Hockey '94** (Genesis)
Electronic Arts
- 6 Aladdin** (Genesis)
Sega of America
- 7 Madden NFL '94** (SNES)
Electronic Arts
- 8 Tecmo Super Bowl** (SNES)
Tecmo
- 9 Super Empire Strikes Back** (SNES)
JVC
- 10 Secret of Mana** (SNES)
Square Soft

PLAY THE GREATEST ADV

FROM A WHOLE NEW PERSPECTIVE!

**This is first-person,
in-your-face,
eyeball-to-eyeball,
full-motion 3-D
action like
you've never
experienced
before.**

JP in 3-D.

**If the movie shook you, Jurassic Park
for the Super NES will rip you apart.**



Ocean of America, Inc.
1055 O'Toole Avenue
San Jose, CA 95131
408-954-0001



Nintendo, Super Nintendo Entertainment System and the Official Seal are registered

VENTURE OF ALL TIME...



PARAMOUNT, INC.



If you thought the movie was hot... Wait until the razor-sharp intensity of full-motion 3-D graphics gets a hold of you!



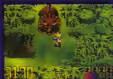
Hey Dr. Grant! Never underestimate your opponent... Especially when he's 20 feet tall and weighs over seven tons.



Meet your chefs... The Raptor slices and dices you, while the Spitter waits to baste you in his venomous marinade.



No more plain polygons or simple two-dimensional sprites! Ocean's exclusive, technically advanced graphics engines deliver REAL 3-D dinosaurs in a solid, dynamic and fully interactive universe.



Triceratops is heading your way! Restore island security and re-arm the voltage gates. Remember: the only good dinosaur is a fried dinosaur.

NOW AVAILABLE FOR

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ALSO AVAILABLE FOR

Nintendo

AND GAME BOY



Trademarks of Nintendo of America, Inc. © 1993 Nintendo of America, Inc.

Product Information Number 222

Trodders (Sanka for SNES; strategy, 6A8) Another Lemming-esque game, although this one lets you play around with blocks. It's good — sometimes even challenging. But it desperately needs some laughs.
Overall: 60%

● **Turn and Burn** (Absolute for SNES; review, 7H1). It's not as detailed as most PC fight sims, but it's still a great effort. Arcade fans should take note, however, that this game is a "real" combat game, not a blast-em-up.
Overall: 82%

Utopia (Jaleco for SNES; review, 6A8). No standard in the resource-management sim. Technically, it's only average, and the combat portion of the game — the one thing that makes it more than just a Sim City clone — is more frustrating than challenging.
Overall: 52%

Veedkats (THQ for SNES; strategy, 6H10). Based on episodes such as "Morose" and "The Boy Who Cried Rat" from the TV series, this one really captures the mood of the bizarre cartoons. Lock up your common sense and just enjoy the ride.
Overall: 71%



WWF Royal Rumble (LJN for SNES; strategy, 6H6). The wrestling gurus at LJN top themselves by stuffing even more characters, even more features, even more everything into Royal Rumble than at it is sweet! Who?
Overall: 94%

WWF: King of the Ring (LJN for Game Boy; strategy, 6H12). This title has only one purpose: to pit wrestler against wrestler, with no holds barred. If your heart races at the sight of a beautiful body slam, here's your key to hours of fun.
Overall: 73%

WarpSpeed (Accolade for Genesis; strategy, 6H6). One of the better sci-fi romps, WarpSpeed combines solid

strategy with fast-paced action. Plot routes to enemy hangouts, perform rescue missions, and whip some space butt. Not a bad day's work! (Also available for SNES.)
Overall: 85%

We're Back — A Dinosaurs' Story (H Tech Expressions for SNES; review, 6H12). Time-traveling dinosaurs hit New York in this cartoon adaptation. The light-hearted action isn't too elaborate, and several difficulty levels help ease the odds.
Overall: 99%

Where in Time Is Carmen Sandiego? (H Tech Expressions for SNES; review, 6H1) Step into a time machine to track down Carmen and her cronies as well as the artifacts and landmarks they've stolen. Hey — you might also learn a thing or two.
Overall: 88%

Wimbledon (Sega of America for Genesis; sports, 6H12). Not just normal tennis, but feature-filmmaking. You consider the color of the ball, give it a 3-D look, test the flight path of every serve. Uh, yeah, you can actually play the game, too.
Overall: 81%

Wing Commander: The Secret Missions (Mindscape for SNES; strategy, 6H10). Improved game play helps this sequel, but some die-hard fans of Wing Commander might not like changes imitating the Claw or taunting the enemy.
Overall: 82%

The Wizard of Oz (Seta for SNES; review, 6H12). If you're going to base a game on a movie, would you need sticking to the plot? This game has new action, while scenes such as the tornado are just filler cinema screens. Get with the program!
Overall: 67%

● **Wolfenstein 3D** (Imagineer for SNES; strategy, 7H1). This PC cult favorite isn't quite the same on SNES (i.e., no blood, Nazis, or savage guard dogs). While changes will amuse some players, most will be frustrated by its poor graphics, and watered-down "guts."
Overall: 67%

World Soccer '94: Road to Glory (Atari for SNES; sports, 6H12). Soccer '94 has just about every feature you could wish for — even an indoor soccer mode! The graphics aren't great, but the number of options and fantastic replay make it a treat.
Overall: 81%

World Heroes (Sunsoft for SNES; strategy, 6H11). An improvement on the arcade game, this brawler lets you brawl by time machine to fight seven battles against opponents from different eras. To drawback is that there are only eight matches. Ever.
Overall: 83%



Yoshi's Cookie (Nintendo of America for NES; review, 6H6). A follow-up of sorts to Tetris, you rotate rows of cookies to match new ones coming from the top and the right. That's it, but it quickly gets very challenging.
Overall: 82%

Young Merlin (Mega Interactive for SNES; strategy, 6H12). If you're looking for a game that's both different and good, check out this sleeper. Part action, part RPS, part puzzle, every part of Young Merlin looks great and plays even better.
Overall: 88%

Zen Intergalactic Ninja (Konami for NES; review, 6H6). This environmental ninja has himself a fairly original game. There's enough variety to keep the action enjoyable, and it never lets its message get preachy. Needs more violence, though.
Overall: 68%

Zombies Ate My Neighbors (Konami for SNES and Genesis; SNES strategy, 6H7, Genesis strategy, 6H12). A video-game adaptation of just about every B movie every filmed, you need a warped sense of humor to enjoy killing with a weedstealer, but we've got that. More than 40 levels keeps you busy. Tell Tongue Jr. we said hi.
SNES: 60%; Genesis: 85%

Coming Next Month... CES Special!

We'll have a full report on the Winter Consumer Electronics Show and show you all the hottest games for 1994. And, of course, look for amazing strategy, top-notch reviews, and great free gifts.

See you in 30 days!

Blow 'Em Away!

Licensed by Nintendo[®] for use with the

SUPER NINTENDO
ENTERTAINMENT SYSTEM



**Also Available:
The SN
Programmable with
battery back-up!**



The SN ProgramPad blasts through your *Street Fighter II[®]* & *Fatal Fury[®]* opposition one by one. You can do a *Dragon Punch[®]*, *Spinning Pile Driver[®]*, *Sonic Boom[®]*, *Hurricane Uppercut[®]*, *Burn Knuckle[®]*, *Dragon Bullet[®]* & many more by hitting one button. When you're done sticking it to these tough games, use the ProgramPad's 6 memory spaces to program your favorite moves from *Mortal Kombat[®]* and other hot games. But moves aren't all you get. Activate the secret code to play any character against himself. And check out the LCD screen, independent auto-fire, slow motion & extra long cord!

**POWER UP
WITH THE
SN PROGRAMPAD**



Make your own rules!

STD

110 Lakeside Drive
Hunt Valley, MD 21030
410/785-5661

*Used in association with Street Fighter II[®] was copyrighted by Capcom USA. **Games used in association with Fatal Fury[®] were developed by Takara Co., Ltd. / Street Fighter II[®] is a trademark of Capcom USA. / Fatal Fury[®] is a trademark of Takara Co., Ltd. / Mortal Kombat[®] is a trademark of and licensed from Midway. Manufacturer's Copyright © 1992 All Rights Reserved. Used by permission. STD is a registered trademark of Standard Industries, Inc. © 1993 All Rights Reserved. Super Nintendo Entertainment System and the SN logo are registered trademarks of Nintendo of America. 91193-310 Entertainment, Inc.

Product Information Number 110



JAM IT HOME MARCH 4TH!



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS™ GAME GEAR™

Acclaim
entertainment inc.
MIDWAY

MS-JAM IT HOME™ is a trademark of Acclaim Entertainment Company. The NBA and NBA logo are trademarks and service marks of the National Basketball Association (NBA). The NBA logo is a registered trademark of the NBA. All rights reserved. Acclaim is a trademark of Acclaim Entertainment Inc. All rights reserved. Acclaim is a trademark of Acclaim Entertainment Inc. All rights reserved.

Product Information Number 103



RETROMAGS

BELBOWACK

Our goal is to preserve classic videogame magazines from years gone by, before they are lost forever.

Thanks goes out to everyone who makes this possible.
Starting with the original writers and editors,
to all the people involved in acquiring and
digitizing these magazines.

People interested in helping us out,
in whichever way possible.

Either by donating magazines, scanning,
editing or helping in the distribution,
visit us at www.retromags.com

We are only interested in preserving magazines
which are at least 5 years out of print.

We have no desire, nor intent to profit
from these scans in any way.

So please,
if you come across people trying
to sell these releases,

DO NOT SUPPORT THEM!

THANK YOU

